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A Signal Research Publication
\$2.95 \$3.95 CANADA Vol. 2 No. 8

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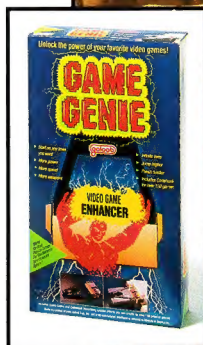
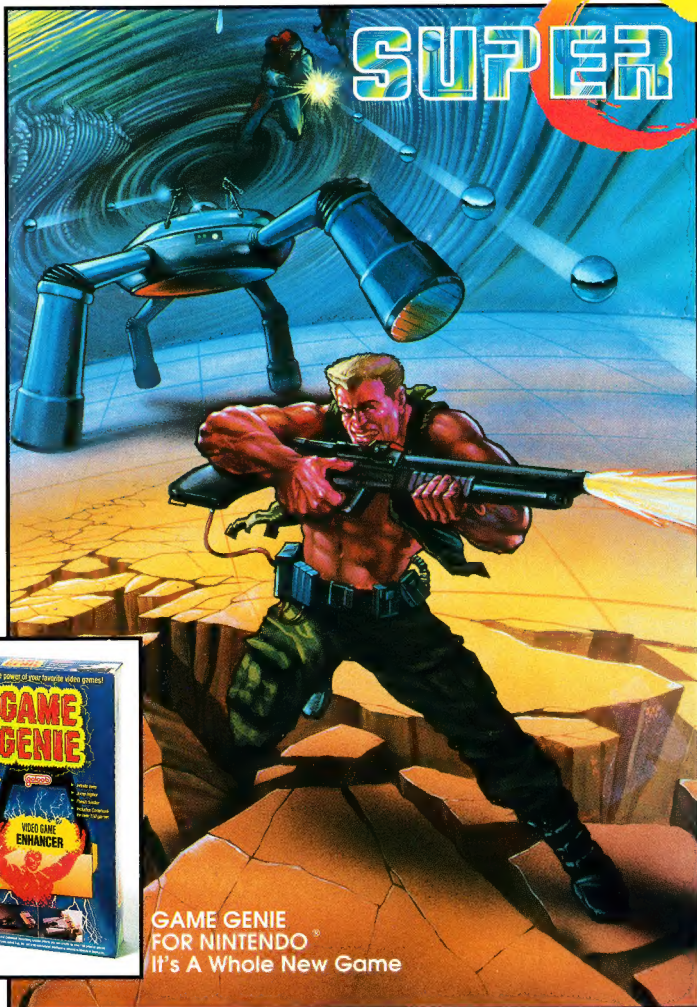
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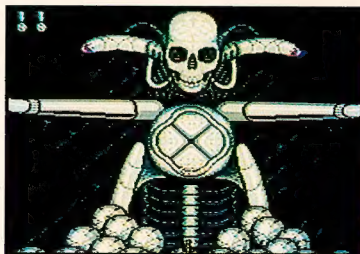
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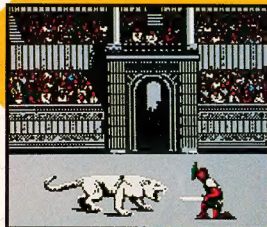


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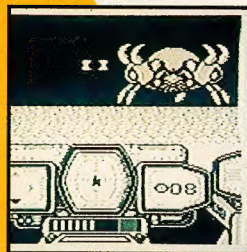
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The EDITORS VIEW

Have you ever played *Monopoly*? If so, what happens when your marker lands on the corner square labeled "Free Parking"? Nothing, according to Parker Brothers' official rules. It's simply a free resting place.

But that's not how many people play *Monopoly*. In every game I've ever seen, the person who lands on Free Parking wins "the pot": a pile of money that accumulates whenever anybody pays a fine or a tax. Over the decades, this variation has become so customary that many people would swear it's as much a part of the game as collecting \$200 when passing Go.

It's easy to modify the rules of a board game or card game — and many people do, since it can sometimes make a game more fun. Wouldn't it be nice if you could change the rules of a videogame that easily?

Now you can. This summer, an interesting new product is scheduled to hit the stores: the Game Genie Video Game Enhancer. By plugging a Nintendo cartridge into the Game Genie, and then inserting the Genie into your Nintendo machine, you can radically change the game's rules. You can skip levels, give your character amazing new abilities, or even get unlimited lives. (For more details, see page 19.)

In some quarters, the Game Genie is being heralded as the best thing since sliced silicon. If you're frustrated because you're stuck on a certain level, simply skip to another level. If you've always wanted to see the end of *Ninja Gaiden* but couldn't make it, just give yourself unlimited lives. If you need an advantage when challenging a stronger player, use the Game Genie for handicapping. If you have a boxful of old games you're tired of, the Genie can help make them seem like new games.

But not everyone likes this idea. Nintendo of America, Inc. is fighting in federal court to stuff the Game Genie back into its bottle. Nintendo says the Genie not only violates Nintendo's copyrights and trademarks, but could also hurt Nintendo's business (and therefore, by implication, the videogame industry) by spoiling all the fun.

According to Nintendo's lawsuit, the Genie is "thwarting the carefully crafted challenge which is designed into the original copyrighted work. Some Nintendo games are designed to be played over a period of 40 to 60 hours in which the player must successfully negotiate 20 or more levels of increasingly difficult game play. The Game Genie also thwarts Nintendo's exclusive rights to develop carefully designed sequel works which are an important part of Nintendo's business."

Does Nintendo have a point? True, there is a reason why Mario normally can't jump off the screen, or why your ninja isn't invulnerable. It's the same reason why a football team doesn't get 99 downs to gain 10 yards, or why you don't start *Monopoly* with a million dollars and 10 hotels. Games are designed to be carefully balanced, because a game that's too easy is boring, and a game that's too difficult is frustrating.

Deep down, no matter what kind of games they play, all game players know that. And I suspect that after the initial novelty wears off, no one will spoil the fun of a new \$50 videogame by taking it home from the store, plugging in the Game Genie, and playing through to the end in 15 minutes.

It's up to the courts to decide whether the Game Genie violates Nintendo's copyrights, trademarks, or creative property. This is largely unexplored legal territory, and Nintendo may well have a case on those grounds. But if the courts allow the Game Genie to be sold, we doubt it will harm Nintendo's business or the videogame industry. If anything, it will give videogamers the same ability to modify rules that players of other games have enjoyed for many, many years.

Tom R. Halfhill
Editor-in-Chief

GP

Game Player's: The Leading Magazine of Video and Computer Entertainment (ISSN-1042-3133) is published monthly by Signal Research, Inc., 300 A-E South Westgate Drive, Greensboro, NC 27407, USA. Application to mail second class postage pending at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: 12 issues US: \$26.50. CANADA: Add \$1 per issue. Outside U.S. and Canada: Add \$2 per issue. For subscription customer service, call 1-800-222-9631. POSTMASTER: Please send changes of address to Game Player's, P.O. Box 56254, Boulder, CO 80322-6254.

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August 1990

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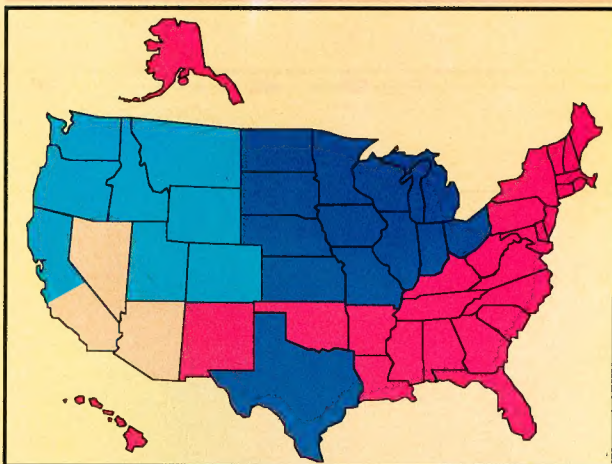
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The Editors welcome company product information for all video and computer games. Such materials should be addressed to: Editor, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300 A-E South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

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It's here. The hit music video becomes the first ever hit music video game. It was designed by Michael Jackson himself. His moves match his video so closely, it's uncanny. The animation is unmatched. The stereo sound uses Michael's actual voice. And the music is unlike anything you've ever heard before in a video game. It's only possible with the 16-bit power of Genesis.

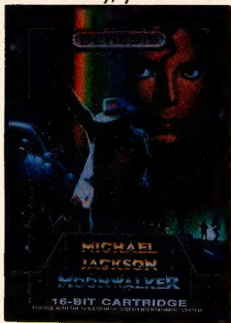
The totally evil Mr. Big is kidnapping the children of the world. It's up to you to rescue them. In 16 different rounds.

Take on Mr. Big's deadly henchman in Club 30 using your kicks, jump spins, punches and hat attacks. Battle wild dogs and young punks in the high-rise garage. Fend off the zombies in the cemetery. And dodge laser beams in Mr. Big's High Tech Hideout. This game's got it all.

All of this to the stereo sounds of "Smooth Criminal," "Beat It," "Thriller," "Bad" and "Billie Jean."

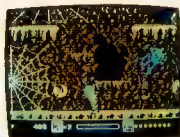
Finally, you transform into a giant flying robot and use your own laser weapons and heat-seeking missiles.

And from the moment you hit the start button, you know one thing for sure. You can't do this on Nintendo.®



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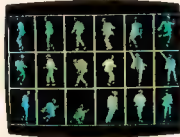
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4. Michael searches through caves and caverns to find the carefully hidden kidnapped children.



5. Use the transporter beam in Mr. Big's hideout to move from floor to floor. Watch out for the automatic laser guns.



6. All of Michael's famous dance moves are in the game, including Moonwalking and the Lean.



7. To defeat Mr. Big's most challenging henchmen, Michael transforms before your eyes into an all powerful Robot fighting machine.



Mike Tyson's Punch-Out

I just got *Mike Tyson's Punch-Out* for Nintendo. How do you beat Don Flamenco? I punch him in the face, but he doesn't lose energy.

David Doric
Ontario, Canada

Flamenco will try to land a powerful uppercut on your defenseless jaw. Wait until he misses, then attack him with a barrage of punches. He'll be surprised by your hail of blows and won't do much to fight back.

Phantasy Star

I would like a tip on *Phantasy Star* for the Sega Master System. Where is Medusa? And how do you change Odin back into a normal person?

Adam Bronson
Texas

First, go to the spaceport on Palma. Go through the orange manhole in the far lower-left corner to get to Gothic. From Gothic go down to the mountains and then left to find Medusa's tower. It's a difficult maze, but Medusa will be there. Make sure you have the mirror shield before fighting her.

To change Odin, go to Motavia via the spaceport. Once you're there, you'll find a man who will trade you an animal for the Laconian pot. The animal is Myau, your next compan-



Do you have any questions

Or do you have any hints and

The Tip Sheet, Game Player's,
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27429. Due to the volume of
mail we receive, we regret that
mail to game questions.

ion. He has the potion that will return
Odin to normal.

Mega Man II

In *Mega Man II* for Nintendo, you have to climb a ladder when you get to Dr. Wily's empire. How do you get to the ladder on the opposite side?

Matt Kirby
Tennessee

Use the floating platforms to work your way from the ladder at the bottom right to the one at the upper left.

Mean Streets

My friend and I have a bet. In your January issue, there is a section of the magazine that talks about a new computer game called *Mean Streets*. On page 89 is an awesome graphics screen of a young woman. My friend says the company took a picture of a woman and put it in your magazine. I say it's a computer graphics screen and that it looks better than Sega Genesis graphics. Can you settle our bet?

Daniel F. Flores
New York

We hope something good was riding on your wager, because you win the bet. The screens in *Mean Streets* are digitized computer graphics. Access Software, the creator of *Mean Streets*, photographed actual scenes using real actors. Using a device called a scanner, the photos were then digitized—converted into computer graphics. This often results in greater realism and takes less time than drawing the screens from scratch. Digitizing is a common technique that's being used in many video and computer games. For example, the title screens and other scenes in *Rambo III* for the Sega Genesis were also digitized.

Ninja Gaiden

In *Ninja Gaiden* for Nintendo, how do you defeat the Jaquiro?

Matthew Forte
New York

The best way to beat these flying enemies is with the jump-and-slash technique. A Jaquio will fly overhead, shooting at you. Use the jump-and-slash to somersault through him twice. He'll be killed on your second jump.

Shadowgate And Mario 3

I'm writing to point out a few mistakes in your "Tip Sheet" from the June 1990 issue. The first is on the whistles for *Super Mario Bros.* 3. The whistles are where you say they are, but there are two whistles in World 1 and one in World 2. You said the whistle in World 2 was in World 3.

You also made a mistake on *Shadowgate*. The Hellhound isn't in the fire room. The Hellhound is the creature which guards the platinum horn. He can be defeated by throwing the Holy Water on him. The Holy Water can be found in the mad scientist's room (right before the fountain room) by using a small latch on a rock in the ground.

Diego Ortiz
Arizona

You're right—we goofed. Both errors slipped by our game testers.

GP

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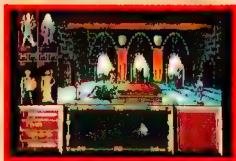
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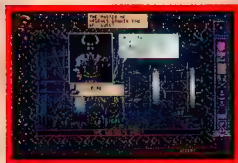
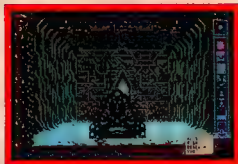
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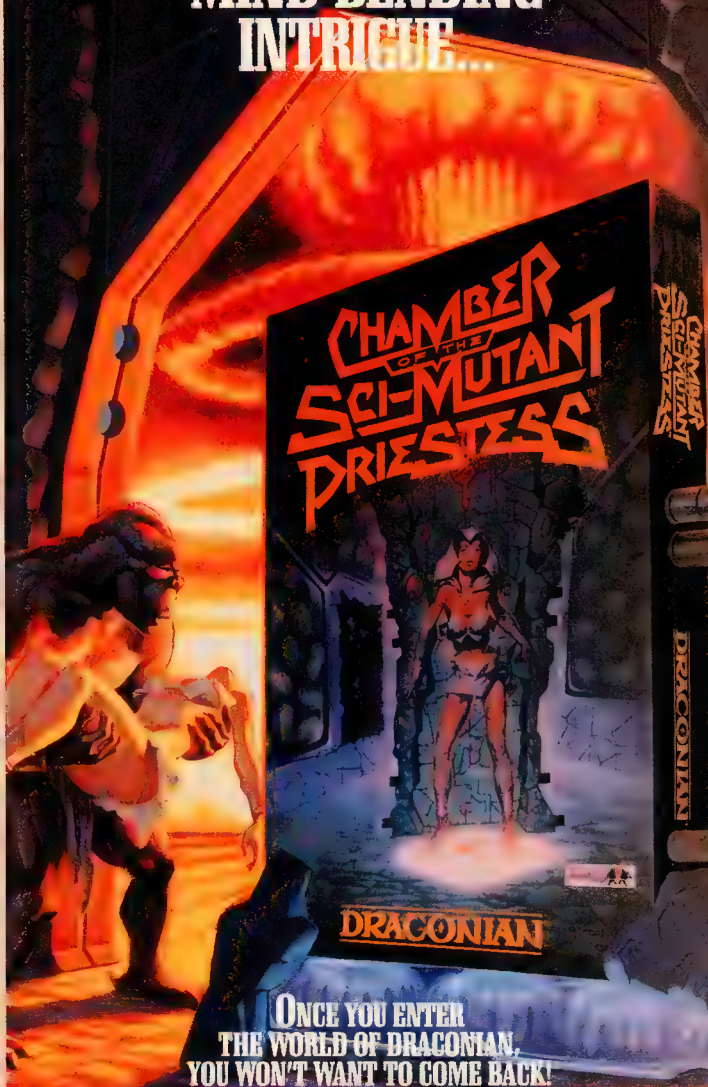
Set on a distant planet, the *Chamber of the Sci-Mutant Priestess* combines mystic drama and humor with a sophisticated icon interface, so players can easily maneuver through the game's captivating plot.

You play the role of Raven, a Tuner, whose telepathic abilities provide a unique advantage when fighting the enemy—a monstrous race of mutants called Protozorgs.

Command eight sci-powers with "iconomized" ease as you probe the chambers of the mutants temple, searching for your abducted girlfriend while engaging in a brain-draining test of five ordeals.

Animated and colorful, the *Chamber of the Sci-Mutant Priestess* promises hours of challenging intrigue for novice and expert fantasy game players alike. Don't miss out on the first psionic thriller of its kind—from Draconian!

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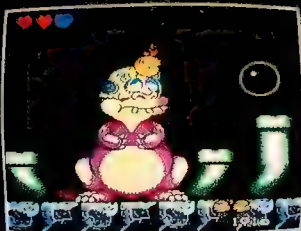
And the bad news is, evil King Drool has kidnapped

PREPARE TO BUTT HEADS.

the Princess Za (a most excellent-looking babe.)

As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

BONK'S ADVENTURE



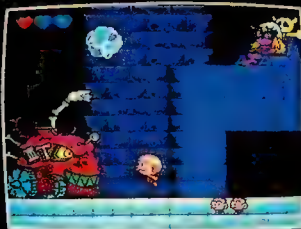
As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.



Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



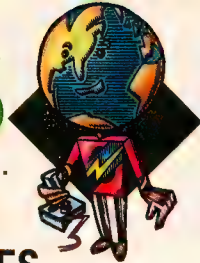
Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.

**TURBO
16
GRAFX**

NEC

PLAYERS

WORLD



HOT NES GAMES AT SUMMER CES

Matthew A. Firme

This year's Summer Consumer Electronics Show was full of great news for Nintendo players. In addition to the exciting new hardware products (see "Nintendo News" on page 19), there was a plethora of new Nintendo games.

Leading the pack is Capcom's *Mega Man 3*, the third installment in the intergalactic adventures of Mega Man. This time our hero is joined by his new dog, Rush, who can transform himself into a submarine, a jet-powered skateboard, and more. Rush's talents will come in handy as Mega Man helps Dr. Light obtain energy capsules from eight mining planets.

Another famous character making his third appearance in a Nintendo game is that archfiend Dracula, who stars in Konami's *Castlevania III: Dracula's Curse*. But this adventure isn't just another sequel — it's actually a "prequel," placed *before* the earlier games. Instead of playing Simon, you play one of Simon's ancestors, the original warrior in search of the evil Dracula.

With one hit movie under their black belts and a second already in production, you'd think the Teenage Mutant Ninja Turtles would be ready for a vacation. No way! Ultra has announced that *Teenage Mutant Ninja Turtles — The Arcade Game* will soon hit the shelves. This sequel will be patterned after the



Indiana Jones and the Last Crusade is coming to Nintendo from Taito.

Turtles' popular coin-op game.

Many of the hottest Nintendo games announced this summer are being adapted from major movies and TV shows. One that we can't wait to review is Bandai's *Dick Tracy*, based on the film starring Warren Beatty and Madonna. This movie seems like a natural for a Nintendo game, considering its tough-guy action, bold colors, and weird characters.

In Taito's latest Nintendo title, *Indiana Jones and the Last Crusade*, you'll face danger at every turn as you play the intrepid archaeologist in search of the Holy Grail. The Nintendo game is based on

last summer's movie, which has already inspired two computer games.

Other movie adaptations include Sunsoft's *Gremlins II* and LJN's *Bill & Ted's Excellent Adventure*.

Gametek's new game-show titles are *Double Dare*, which features alternating multiple-choice quiz sections and hilarious physical challenges; *Family Feud*, which even includes a host who shakes hands with the men and kisses the women; *Classic Concentration*, the letter-matching and rebus game; and *Super Password*, which features digitized speech and sound effects.

If you enjoy watching reruns of classic TV shows, check out two new adaptations from Konami/Ultra: *Mission: Impossible*, a high-tech spy thriller, and *The Lone Ranger*, a Western adventure in which the Masked Man rides again.

And, of course, there's *The Simpsons* from Acclaim, covered in last month's issue of *Game Player's*. We've seen an early version of this game, and Bart is definitely the star.

For more information on new Nintendo games, see "Game News & Previews" on page 86 and "Game Boy Players" on page 28.

GP

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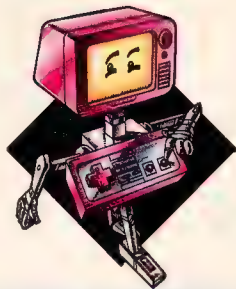
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W

eird gadgets, not new games, were the hottest news at this year's Summer Consumer Electronics Show in Chicago. Sure, the exciting games were there (including major titles like *Mega Man 3*, *The Simpsons*, and *Total Recall*), but they were nearly overshadowed by wild new devices that plug into your Nintendo machine — or in some cases even *replace* your Nintendo machine.

Some examples: Software Toolworks' *The Miracle*, a high-quality keyboard synthesizer that plugs into your Nintendo Entertainment System and teaches you how to play piano; Konami's *Laser Scope*, a high-tech light gun that you wear on your head and fire with your voice; Duo's *Family Computer*, an IBM PC-compatible computer with a built-in NES; and Bit Corp.'s line of "Nintendo clones," including a Nintendo-compatible game console and a Nintendo-compatible home computer, plus two (one color, one black-and-white) hand-held game machines.



NINTENDO NEWS

WEIRD SCIENCE AT SUMMER CES

Tom R. Halfhill

By far the most controversial gadget, however, is the *Game Genie Video Game Enhancer* from Galoob Toys. As reported in last month's *Game Player's*, the *Game Genie* is a new device that allows you to change the way your Nintendo games play. (A version is also under development for the Sega Genesis.) It performs different tricks with different games, but possibilities include giving yourself an infinite number of lives, starting a game on any level, allowing your character to jump higher or fly further, and changing the appearance of certain characters, among other things. Priced at \$49.95, it's within reach of virtually every Nintendo player.

So when can you buy a *Game Genie*? Maybe now, maybe never.

Nintendo of America, Inc. is challenging the *Game Genie* in federal court. In a lawsuit filed June 1, Nintendo says the *Game Genie* violates Nintendo's copyrights, misuses Nintendo's trademarks, spoils the fun of Nintendo's games, and therefore should be banned.

At this writing, Nintendo has not yet won a court order which would stop the *Game Genie* from being sold, although a hearing was scheduled for late June. Barring such an order, the *Genie* was scheduled to begin reaching stores throughout North America in early July.

Nintendo objects to the fact that the *Game Genie* allows you to take a copyrighted Nintendo game and, essentially, change the rules to create the near-equivalent of a new game. Most of these changes make a game easier to play, but some of them can make a game

After plugging a game cartridge into the *Game Genie*, you insert the *Genie* into the cartridge slot of your NES. The plastic strap makes it easier to remove the *Genie*.

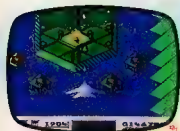


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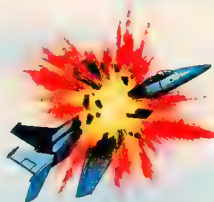
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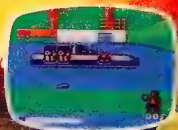
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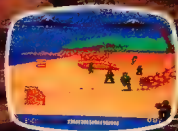
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No Games Hit Harder.

NINTENDO NEWS

more challenging. In some two-player games, you can even change the rules for one player and not for the other. This permits a form of "handicapping" so a weaker player (such as a parent) can compete with a stronger player (a youngster).

Here's how the Game Genie works. You plug a Nintendo cartridge into the Genie, then insert the Genie into your Nintendo machine. When you switch on the machine, a special Game Genie screen appears instead of the game's title screen. By using the control pad to move an on-screen pointer, you can select letters from the top of the Game Genie screen and enter them as codes on the dotted lines below. Each code is usually six to eight letters long and creates a different effect for each game. For example, the code SXIOPO gives you infinite lives in *Super Mario Bros.*, and the code YAZUIG allows Mario to jump as high as the top of the screen.

You can enter up to three different codes at a time. (However, by plugging *two* Game Genies together you can enter *six* codes, and by hooking up *three* Game

Genies you can enter *nine* codes. The limit is unknown.)

The codes remain in effect as long as the NES is switched on. The game cartridge isn't permanently altered, and you can enter different codes merely by switching the NES off, then on again. Or you can play the game normally by switching off the NES, removing the Game Genie, and reinserting the game cartridge as usual.

The Game Genie comes with a 150-page booklet that lists codes for 180 different Nintendo games. Each code does something different for each game, but every modification isn't available for every game. For instance, in certain games you can choose infinite lives, while in others you might be limited to only a greater number of lives.

You can also experiment and discover your own codes. The Game Genie booklet describes how to find new codes by modifying the existing ones. Many of the codes you'll invent won't do anything useful, and they might even make the game unplayable. But if you stumble upon a really interesting code, you can mail it to Galoob Toys (which is marketing the Game Genie in the U.S.) or Camerica (the marketing company in Canada). Galoob and Camerica say they'll award prizes for the best new codes, and pass them along to other Game Genie owners by publishing newsletters or placing ads in game magazines.

Nothing quite like the Game Genie has ever been sold before.

Although codes that unlock secret features of Nintendo games are common knowledge among virtually all Nintendo players, the Game Genie is the first device that's designed to provide codes for *all* games and allow you to discover your own. What's more, the codes are capable of changing the games in sometimes profound ways, almost as if you were creating a new game out of the old.

Nintendo says the Genie defeats what game designers try to achieve and could damage its market by taking the fun out of the games. Some companies that produce Nintendo games agree. (For more on this, see "The Editor's View" on page 4.)

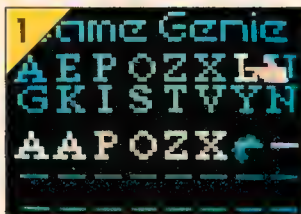
It's A Miracle

Another fascinating gadget for your Nintendo machine — and one that has the blessings of Nintendo — is The Miracle from The Software Toolworks. It's a high-quality keyboard synthesizer that plugs into your NES game controller ports. You can play the



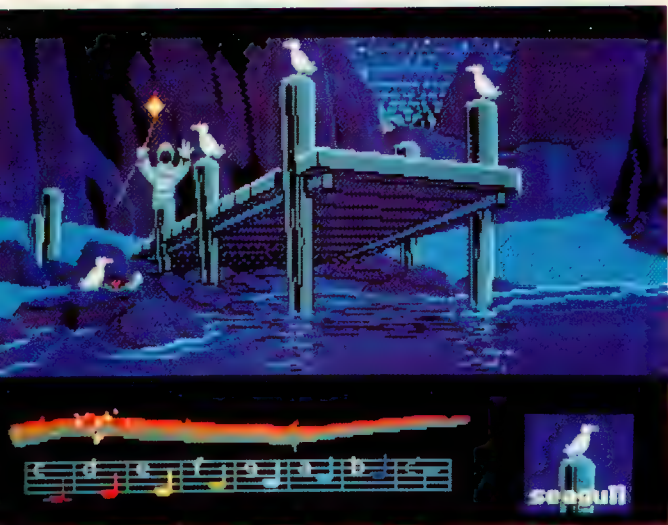
keyboard through its built-in stereo speakers, hook it up to a stereo system, or plug in a pair of stereo headphones.

No matter how you play it, you'll be astonished at the sound quality of this instrument. The Miracle bypasses the NES sound



1 When the Game Genie screen appears, enter the codes you want by selecting letters with the hand-shaped pointer.

2 The Miracle, from The Software Toolworks, is a high-quality keyboard synthesizer that plugs into your NES and teaches you how to play piano.



The game is fantasy. The interface is magic.

Alone on a craggy hilltop, high above an island shrouded in perpetual mist, your quest begins. But tread gingerly, because while the world of *Loom*™ is breathtakingly beautiful, unspeakable danger awaits the unsuspecting.

Trepidation soon gives way to bravado as you peek inside abandoned tents in the village. Stumbling over a discarded weaver's distaff, you watch in wonder as it gradually glows and resonates with a sequence of musical notes. Tentatively at first, you point the staff and repeat the notes. After con-

siderable experimentation, you may discover the power to see in the dark. Or weave straw into gold. And eventually find the means to leave the island itself.

A fantastic odyssey ensues, as menacing water-spouts, merciless dragons and exotic cities draw you deeper and deeper into the fantasy. Armed with the distaff's magic power, you stride fearlessly across vast, cinematic landscapes. Seeking the arcane

knowledge possessed by the Great Guilds, accumulated and refined since the dawn of time.



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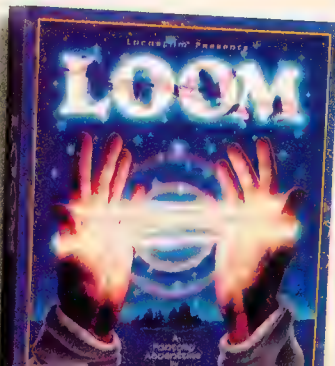
Loom is more than a masterpiece of fantasy storytelling. With *Loom*, Lucasfilm™ Games literally redefines the fantasy computer game experience. Simple point 'n' click actions move your character, select objects, and perform magic. No cumbersome keystrokes, text parsing, maze mapping, or inventory management intrude to break the spell.

We even transport you to the Age of the Great Guilds before you turn on the computer. With a lavishly produced, 30-minute drama on Dolby® Stereo audio cassette that's included with the game. Recorded by Lucasfilm's Academy Award-winning Sprocket Systems, it introduces the characters and sets the scene for the impending, epic struggle against imposing odds.

Then it's full immersion into *Loom*'s 3-Dimensional, scrolling panoramic landscape. Where detailed animation, high definition graphics, startling special effects and stirring musical score combine to create a total environment. Captivating you from the opening scene to the final climax.

And your quest for a truly magical fantasy adventure is finally realized.

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NINTENDO NEWS

chips in favor of its own professional-quality synthesizer chips. By pressing a few buttons, you can choose from more than 100 different instruments and sound effects, including a very good acoustic piano and a complete rhythm section. It has 49 full-size keys that are *velocity-sensitive*, which means the keyboard responds to the force of your touch. A plug-in foot pedal simulates the effect of a sustain pedal on a conventional piano. And it has both In and Out jacks for MIDI (Musical Instrument Digital Interface), so you can attach the keyboard to a computer or a wide variety of outboard sound processors.

But perhaps the most impressive feature of The Miracle is that it's also a very patient and fairly intelligent teacher. The keyboard comes with a cartridge that leads you through a few months' worth of beginning piano lessons. It teaches you how to read music, how to match the notes on a staff with keys on the keyboard, and how to play increasingly complex tunes. The lessons are both instructive and entertaining. For example, to teach you how to recognize notes on the treble and bass staves, it presents a simple target-shooting game in which you must press the correct keys in order to shoot down a flock of ducks.

At the end of each lesson, The Miracle displays a tune for you to play. When you're finished, it analyzes your performance and modi-

fies the next lesson to concentrate on your weaknesses. If you consistently flub the bass notes, The Miracle offers you more practice for your left hand. If your fingering is accurate but your timing is bad, The Miracle gives lessons that help you develop your sense of rhythm.

Altogether, The Miracle is a remarkable system that redefines what you can do with a Nintendo machine. It's scheduled to debut this fall for \$299.95.

Talking Heads

How about a new-fangled light gun that you wear on your head and shoot with your voice? That's the idea behind Konami's Laser Scope Voice Command Stereo Headset.

The Laser Scope looks like a cross between something that might be worn by Luke Skywalker and a telephone operator. A stereo headset pipes the game's sound effects into your ears, a pivoting microphone curls around in front of your mouth, an eyepiece projects a floating crosshair before your eyes, and a 15-foot cord plugs the whole thing into a game controller port.



Although the crosshair is actually reflected on a piece of clear plastic that's attached to the eyepiece, it appears to be projected on the screen. With slight movements of your head, you can aim the crosshair anywhere you want. When you shout into the microphone, the Laser Scope fires a shot



at your target.

The Laser Scope does not interpret different voice commands, but instead responds to *anything* you speak into the mike. You can trigger shots by saying "Fire!" or "Pow!" or "Don't shoot!" Since it leaves both hands free, you can simultaneously manipulate a control pad.

Another feature lets you fire five rounds per shot by switching on turbo fire. And by detaching the eyepiece, you can convert the Laser Scope into stereo headphones for a Game Boy or portable stereo. The Laser Scope will cost \$39.95 and is due in stores soon.

Best Of Both Worlds?

Do you like to play Nintendo *and* computer games? Now you can do both at the same time. One of the most unusual new products at CES was the Duo Family Com-

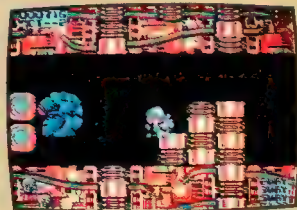
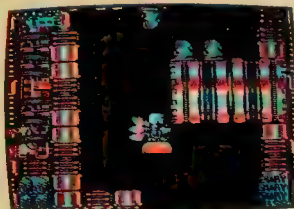
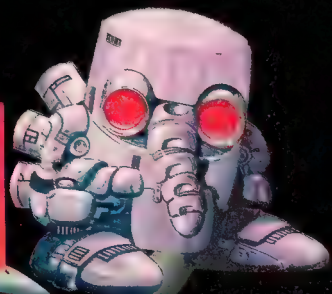
1 Konami's Laser Scope Voice Command Stereo Headset is a new light gun that combines stereo headphones with a microphone and a target-locating eyepiece.

2 The Laser Scope's microphone pivots and swivels, and the eyepiece is removable so you can use the headphones with a Game Boy or portable stereo.

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puter, an IBM PC compatible with a built-in NES.

There are two slightly different models. The standard Duo FC has an 8088-compatible V20 microprocessor that runs at a speed of 12 megahertz; 640K of memory; a 360K, 5.25-inch floppy disk drive; VGA graphics; serial, parallel, and game controller ports; a 101-key keyboard; two Nintendo game controllers; MS-DOS 4.1 operating system; and three computer games (*Bill & Ted's Excellent Adventure*, *Trump Castle*, and *Space Math*).



The Duo FC-Plus is similar to the Duo FC but has a 12-megahertz 80286 microprocessor; one megabyte of memory; a 20-megabyte hard disk drive; a 1.2-megabyte floppy drive; an Ad Lib sound board; and two additional computer programs (*Cardinal of the Kremlin* and *Appointment Calendar Plus*).

Both Duo computers work with either a VGA color monitor or an ordinary TV set. In fact, you can plug it into both a monitor and a TV at the same time, so one person can play a computer game on the monitor while another is play-

ing a Nintendo game on the TV.

The Duo FC is priced at \$999, and the Duo FC-Plus is priced at \$1899. Both machines are expected to be available in late August.

Nintendo Clones

Another odd discovery at CES was a line of videogame machines from Bit Corp., a Taiwanese company. Two of the products are Nintendo clones: the Bit 70 game console, which Bit Corp. says is compatible with all NES game cartridges; and the Bit 79 home computer, which combines a Nintendo-compatible game console with a 64K computer, a typewriter-style keyboard, and built-in BASIC programming language.



Bit Corp.'s two other products look Nintendo-compatible, but aren't. One is the Gamate, a hand-held game machine similar to the Game Boy. It has a black-and-white liquid-crystal display (LCD) screen

and accepts game cartridges the size of credit cards, but does not play Game Boy cards. The second machine is the Color Gamate, a hand-held with a full-color, two-inch LCD screen. Amazingly, the Color Gamate looks very much like NEC's new TurboExpress and is comparable in quality. Like the TurboExpress, it can be converted into a portable TV.

Although Bit Corp. says its products are available in Mexico and parts of Asia, it may be awhile before they appear in the U.S. The company was at CES looking for a U.S. distributor and was unsure when shipments to this country would begin. Also, retail prices for the U.S. market had not yet been determined.

1 The Duo Family Computer is an IBM PC compatible with a built-in Nintendo machine. Note the NES power and reset buttons on the right.

2 Bit Corp.'s Bit 79 is a 64K home computer that also plays Nintendo cartridges.

3 The Gamate is Bit Corp.'s answer to the Game Boy. Although similar to the Game Boy, it's not compatible with Game Boy cards.

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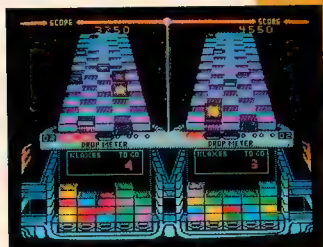
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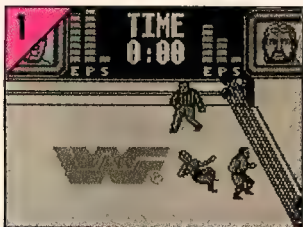
TENGEN

ARCADE HITS FOR ALL GAME SYSTEMS

1623 Buckeye Drive, Milpitas, California 95035

Nintendo's Game Boy has become a portable powerhouse. With millions of Game Boys jumping off store shelves, the avalanche of new games that are headed your way make certain that Nintendo's hand-held game system will be one of the major success stories of the year.

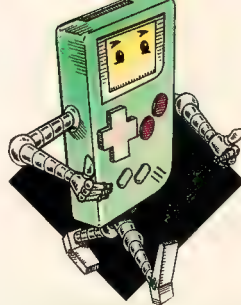
Nintendo expects to have more than 70 games available for the Game Boy by the end of 1990. The actual total may be closer to 100, given the pace of new titles and new Game Boy licensees being announced. There are already more than 40 companies who are licensed by Nintendo to create Game Boy products, and that number seems to increase almost daily.



Nintendo's research shows that close to half of all Game Boy games are being played by adults. Furthermore, 60 percent of the primary Game Boy players are male and 40 percent are female. Compared to computer games and Nintendo videogames, that's a lot of girls and women playing the Game Boy.

So what can Game Boy fans expect for the rest of the year? The answer is *plenty*, based on what *Game Player's* saw at the recent Summer Consumer Electronics Show in Chicago.

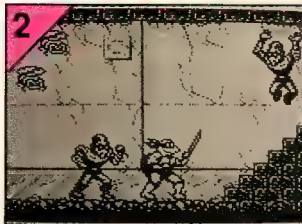
For example, two companies have already announced Game Boy accessories that make it easier to see the Game Boy's small screen. First out of the gate is Vic Tokai's



GAMEBOY PLAYERS

New Titles For Game Boy

Selby Bateman



Light Boy, and close on its heels is Greer & Associates' Illuminator. Both are battery-powered light sources that attach to the Game Boy and illuminate the LCD (liquid-crystal display) screen. Anyone who's tried to play the Game Boy in the back seat of a car, on a subway, or in an airplane will appreciate a portable light source.

Another accessory that may come in handy is Nexoft's Portable Carry-All. This specially de-

signed carrying case helps make the Game Boy and its games even more portable.

Nintendo itself is coming on strong with several new Game Boy games scheduled for release this year. First is *Dr. Mario*, a followup to the Game Boy version of *Super Marioland*. In this fast-paced strategy game for one or two players, you earn the title of M.D. by destroying viruses with vitamins. Next is *Balloon Kid*, an action game in which you navigate hot-air balloons across a dangerous landscape to save your younger brother. And finally, Nintendo will release *Radar Mission*, which is really two games in one. You can choose to command either battle-



ships or submarines in a game of nonstop naval action.

One of the hottest titles this fall promises to be Capcom's *DuckTales*, a Game Boy version of the extremely popular Nintendo game based on Walt Disney's Donald Duck characters. *DuckTales* will be released several months after the introduction of another Capcom adventure, *Gargoyle's Quest*, which features some excellent Game Boy graphics.

Remember Mindscape's Nintendo version of the popular arcade game *Paperboy*? It was a ma-

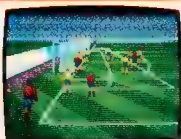
- 1 *WWF Superstars* from Acclaim.
- 2 *Teenage Mutant Ninja Turtles* from Ultra.
- 3 *NFL Football* from Konami.

GENESIS DOES IT ALL.

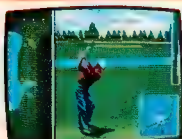
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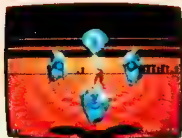
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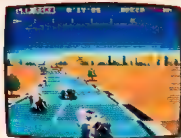
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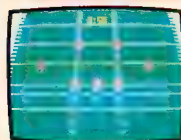
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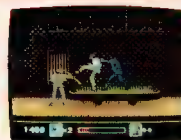
Super Hang-On™



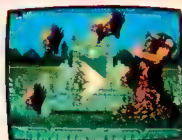
Super Thunder Blade™



Cyberball™



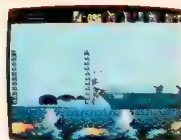
**Michael Jackson's
Moonwalker™**



Altered Beast™

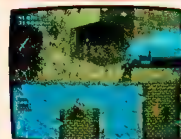


Ghouls 'n Ghosts™

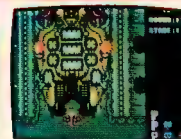


The Revenge of Shinobi™

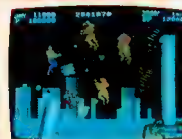
ADVENTURE:



Rambo III™



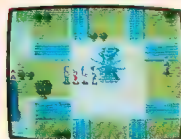
Truxton™



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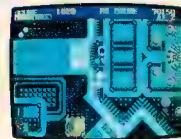


Phantasy Star II™

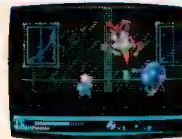
ACTION GAMES:



Zoom!™



Thunder Force II™



Ghostbusters II™



**Alex Kidd:
Enchanted Castle™**



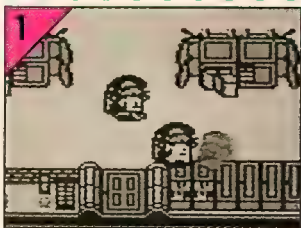
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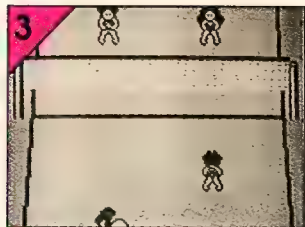
GAMEBOY PLAYERS



for hit in 1989. Well, now there's a new Game Boy version headed your way with the same newspaper pitfalls around every suburban corner.

Taito is getting into the Game Boy act with two games. The first is *Flipull*, a puzzling race against the clock that tests your pattern recognition skills. (*Flipull* should be available by the time you read this.) The other game is *Chase H.Q.*, in which you drive your souped-up Porsche over hundreds of miles of twisting highways in pursuit of crooks.

Following quickly behind its popular *Kwirk* puzzle-maze game and the recently introduced *Wizards & Warriors X: Fortress of Fear*, Acclaim will be adding WWF *Superstars* to its growing list of Game Boy titles. This pro wrestling game features such famous



grapplers as Hulk Hogan and the Ultimate Warrior.

Konami and its subsidiary, Ultra, are introducing five new Game Boy titles during the remainder of the year. They include *Teenage Mutant Ninja Turtles: Fall of the Foot Clan*, with five levels of action and three bonus levels; *NFL Football*, featuring all 28 National Football League teams; *Nemesis*, a star-fighter action game; *Skate or Die: Bad 'N Rad*, based on the Nintendo hit; and *Quarth*, a puzzle game along the lines of *Tetris*.

Fans of the TV shows *Wheel of Fortune* and *Jeopardy* will be delighted to know that GameTek is releasing Game Boy versions of both game shows this summer. And chess players will soon be able to take on *The Chessmaster* from Hi-Tech Expressions.

One of the biggest Japanese hits of 1989 was a version of *Heiankyo Alien*, a seemingly simple maze game with lots of hidden features that make the game extremely challenging. Meldac's new Game Boy version of *Heiankyo Alien* may prove to be a hit in the U.S., too. Following soon after will be Meldac's *Mercenary Force*, a new type of shooting game in which

you choose the composition and formations of your fighting force as you battle through 6 stages, 72 different screens, and 54 different enemies.

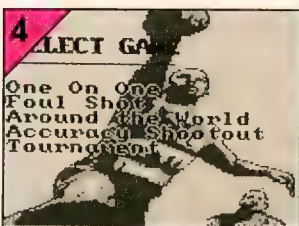
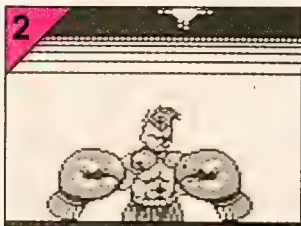
Jaleco, a leader in Nintendo sports games, is introducing two fast-action titles for the Game Boy: *Bases Loaded GB*, an action-and-strategy baseball simulation very much in the tradition of Jaleco's *Bases Loaded* for Nintendo; and *In Your Face*, a basketball game that lets you play one-on-one, two-on-two, and other variations.

Activision is bringing out *Ghostbusters II*, based on last year's movie. It pits you against the slimy forces of Prince Vigo in the subways and

5	PATRICK EWING	
	NEW YORK KNICKS	
	HEIGHT :	7' 0"
	WEIGHT :	240
	PPG AVG :	22.7

art museums of New York. Activision will also introduce a pair of sports games, *Heavyweight Championship Boxing* and *Malibu Beach Volleyball*. The boxing game features an unusual first-person perspective as your gloves follow the bobbing and weaving of your heavyweight opponents. And *Malibu Beach Volleyball*, the only volleyball game announced for the Game Boy, has everything but the sand.

Another sports game is *NBA*



- 1 *Ghostbusters II* from Activision.
- 2 *Heavyweight Championship Boxing* from Activision.
- 3 *Malibu Beach Volleyball* from Activision.
- 4 *NBA All-Star Challenge* from LJN.
- 5 You can choose real players, such as Patrick Ewing, in *NBA All-Star Challenge*.

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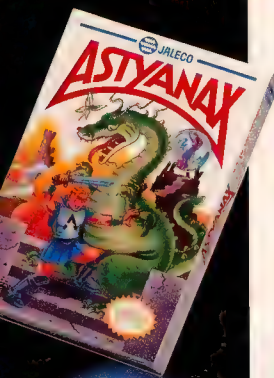
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The name is **Astyanax**™—â-STI'-â-nâx—and the game is unrelenting, mind-boggling action. Trapped in the nightmare world of Remlia, his only path back to reality is blocked by a hostile army of incredibly large and hostile monsters. His only hope: rescue Princess Rosebud from the clutches of the evil wizard Blackhorn.



A story in 12 stages of countless characters.

How do you kill the Living Dead? Put out the fire of the Flaming Polyp Plants? Chop off the heads of evil Caesar's mutant bodyguard? That's just a sampling of what **Astyanax** faces, and that's just Stage 1!



3 magic spells, fueled by 5 mystical power sources.

At your command are: Bind, to freeze your enemies in their tracks; Blast, a furious fireball which few can survive; Bolt, an awesome charge of deadly destruction. Choose your weapons carefully—axe, spear or sword. Wield them mightily to smash the Gold Statues and collect their power items: Power Supply increases your striking power; Potion restores lost life; 1-Up gives you an extra life; Wing enables you to swing your weapon faster; Cutie changes weapons or increases spell power.



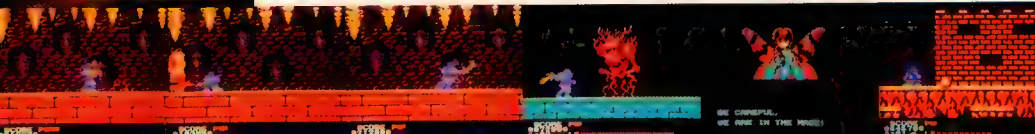
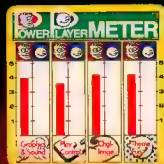
Astyanax is filled with large, realistic creatures that rival the most detailed 16-bit characters on the screen today. There are 12 exciting stages of play and vertical and horizontal scrolling levels that constantly expand the kingdom of Remlia—features that place **Astyanax** high on the Nintendo Power Player Meter.*

If you'd go to the ends of the Earth in your search for the perfect video game for your NES, you're certain to find a home in Remlia. With **Astyanax**.

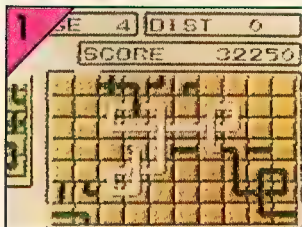


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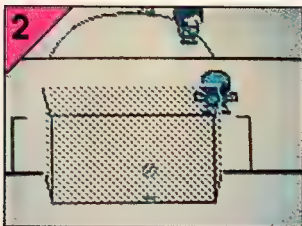
GAMEBOY PLAYERS



All-Star Challenge from LJN. This basketball game lets you choose from several variations, including one-on-one, foul shooting, around the world, an accuracy shootout, and tournament play.

Bullet-Proof Software is introducing *Hatris*, a sequel to the hit puzzle game *Tetris*, and *Pipe Dream*, another puzzler that was originally a computer game from Lucasfilm.

CSG Imagesoft will introduce two Game Boy titles, including *Dragon's Lair: The Legend*. Already fabled among arcade and computer game players, the Game Boy version of *Dragon's Lair* promises to be a major contender. CSG Imagesoft's *Soccer Mania* lets you select from six different international soccer teams, and the video link cable allows two players to compete against each other.

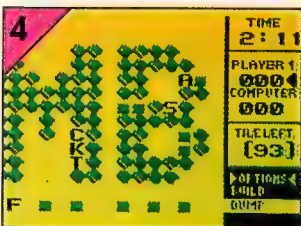


Milton Bradley will introduce *Mousetrap Hotel*, an action game in which you help Maxie Mouse run a maze from the basement to the penthouse through a landscape of army ants, ornery mice, vacuum cleaners, and other domestic horrors. Also coming from Milton Bradley are Game Boy versions of *Jordan vs. Bird: One on One*, which was a smash-hit computer game; and *Super Scrabble*, based on the popular board game in which you assemble words from random letters. It offers ten different levels and options to play against the Game Boy or a human opponent.

Another monster game will be Toho's Game Boy version of *Godzilla*, based on the classic 1950s movie and Toho's earlier Nintendo game.

Accolade, a top-notch computer entertainment publisher, will be offering *The Game of Harmony* as its first Game Boy entry. It's a game of pattern recognition and strategy in which you try to maneuver similar shapes together within an ever-changing environment.

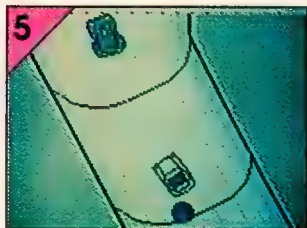
Three new Game Boy titles from Data East will debut this year: *Lock n' Chase*, a six-level maze



game; *Burgertime*, a classic action game in which you must assemble hamburgers at a fast-food restaurant; and *Side Pocket*, an electronic pool game.

Monster Master will be the first Game Boy title from SOFEL. It's an action maze game in which you encounter both good and evil monsters in your quest to rescue a captured princess.

There's plenty more coming for the Game Boy, including new games from companies like Electronic Arts, one of the biggest names in computer entertainment



and now a Nintendo licensee. We'll have more in upcoming issues on such Game Boy titles as Electro Brain's *Deadheat Scramble*, Asmik's *Catrap*, FCI's *Ultima*, Hal America's *Shanghai*, Irem's *R-Type*, Jaleco's *Mechanoids*, Nexoft's *Ishido*, and Vic Tokai's *Dweebers*.

GP

- 1 *Pipe Dream* from Bullet-Proof Software.
- 2 *Soccer Mania* from CSG Imagesoft.
- 3 *Mousetrap Hotel* from Milton Bradley.
- 4 *Super Scrabble* from Milton Bradley.
- 5 *Deadheat Scramble* from Electro Brain.

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DREAMWORKS™

Saga, always at the vanguard of Earth's defenses, recently issued a training device for pilots who wish to enlist in the battle against the Fourth Imperial Power, the latest threat from beyond the stars. This device is *Galaxy Force*, a brilliant combination of stunning graphics and a revolutionary free-moving cockpit. As you sit at the controls of the deluxe version (stand-up and regular sit-down versions are also available), the whole machine pitches and rolls up to 15 degrees, and it yaws rapidly right and left through an arc of 335 degrees!



ARCADE ACTION

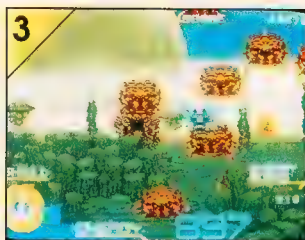
Galaxy Force And Smash T.V.

Scott Wolf

a little trouble.)

First, familiarize yourself with the controls. The throttle lever is

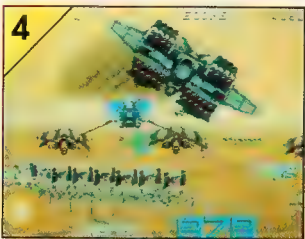
on your left, and the control stick is on your right—rather like an F-16. When you press the start button, you zoom through a short corridor and emerge in the midst of a huge Imperial battle formation that looks like a scene from *Return of the Jedi*.



Your destination is the small entry port in the distant moon, but you are surrounded by Imperial cruisers, fighters, and massive star destroyers. You can try to reach the port without engaging the enemy, but you get bonus energy for every alien ship you destroy.

The rockin' and rollin' of the deluxe version make the on-screen action seem astonishingly real. As you dip and weave between the enemy attackers, your lock-on indicators will light up. Hit the thumb button to fire a missile, and watch as all of the illuminated targets are destroyed.

Once you enter the moon,

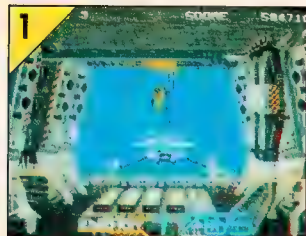


Galaxy Force: As each round begins, you exit the mother ship and embark on a lone mission against the forces of the Fourth Imperial Power.

Each mission in *Galaxy Force* takes you to a different world. This one has a fiery sunlike surface.

Flocks of ugly aliens block your path to the Imperial fortress on the distant moon.

Imperial cruisers, fighters, and star destroyers intercept your one-man fighter.



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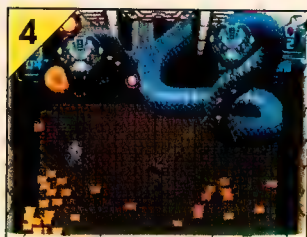
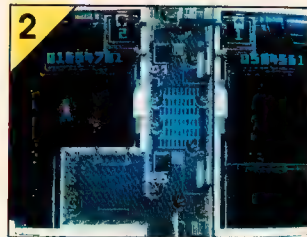


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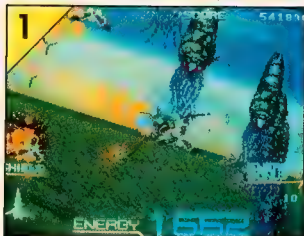
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ARCADE ACTION



you'll have to maneuver carefully through long, twisting corridors until you reach the alien control center. After you blast it, you advance to the next mission. There are five missions in all (selectable



at the beginning of the game), and each is more breathtaking than the last. You'll travel from fiery sun-like worlds to beautiful garden planets, where the Imperial fortress must be entered by flying into a waterfall!

The deluxe version of *Galaxy Force* is quite large — about six feet tall and nine feet across — so you may have to visit a few arcades to find one. But you won't be disappointed.

Smash T.V.

Meanwhile, back on Earth, *something* has to take our minds off the never-ending alien invasions — something like *Smash T.V.* from Williams Electronic Games.

The year is 1999, and the setting is a game show with a live audience in which contestants compete not only for cash and prizes, but also for their lives. It's a

tough game, and it's a good idea to play *Smash T.V.* with a friend. You'll need the additional firepower to battle the club-wielding mutants and drones who try to distract you (terminally) from the cash and prizes.

You control your contestant with a pair of joysticks. The left stick controls the direction to move, and the right stick controls the direction to fire (just like Williams's 1982 classic, *Robotron 2084*).

While you blast away the mutants, the screen announces your prizes: A Brand-New VCR! A Luxury Vacation! A 2600-Inch TV! As you fight your way through more than 100 arenas, you'll encounter flying orbs that can laser-



slice you from across the room, and you'll meet Mr. Shrapnel, who explodes and spews razor-sharp metal that turns you into a prize for somebody else — A Year's Supply of Good Meat!

All of this carnage is cheerfully presented by your crazed robotic host, Evil MC. He occasionally appears on the monitors with two lovely showgirls, encouraging you with phrases like "Big money! Big prizes! I love it!"

The four bosses are incredibly powerful monsters. Mutoid Man is half-giant, half-battletank. You must destroy his twin turrets, both of his arms, his torso, and then his head. Scarface is a sinister abomination with no less than 16 outer sections to destroy before you can even begin to tackle his ugly face and withered skull. The Die Cobras are two of the biggest snakes you've ever seen in one small room. All it takes to kill them is about a zillion shots to their heads and necks.

Finally, you have to face Evil MC himself, now in the form of a Mutoid Tank-Man. He shoots flaming eyeballs at you while trying to run you down. Blasting off both of his arms reveals his polka-dotted underwear.

As Evil MC would say, "Bingo! I'd buy *that* for a dollar!"

GP

- 1 Watch out for these flying squids, or you'll go down in flames.

- 2 *Smash T.V.*: When you play as a contestant on this game show, the biggest prize you can win is your life. Double your chances by playing with a friend.

- 3 One of the bosses in *Smash T.V.* is Mutoid Man, who is half-giant, half-battletank. He's a little easier to defeat if you destroy his gun turrets.

- 4 The Die Cobras are deadly enemies. Aim for their heads and necks.

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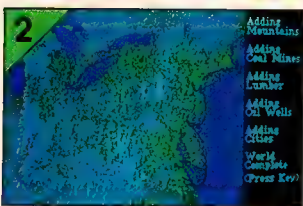


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Microprose's *Railroad Tycoon* and Artdink's *Railroad Empire* take you back to the beginnings of railroading in North America, England, or continental Europe.

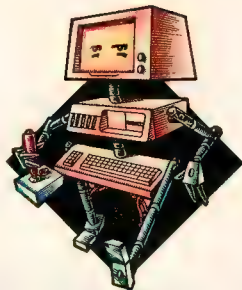
Microprose's *Railroad Tycoon* is a richly detailed simulation, which



will be anything but a surprise to those who have followed designer Sid Meier's career. (He also created the popular *F-15* and *F-19* jet fighter simulations.) By contrast, Artdink's *Railroad Empire* is a simpler, play-against-the-clock game which stresses quick response over the complexities of a true simulation. *Tycoon* is by far the richer of the two games, but some players, particularly younger people, may find *Empire* simpler to play (although the manual is confusing and very brief).

Railroad Tycoon

Railroad Tycoon is all about building and running a big railroad business. You start the game as president of a small company, but you have money from investors and are operating in a region completely empty of rails and trains. In other words, you have free rein, but failure is as easy as



PC PLAYERS

Railroad Simulations

Neil Randall

success.

The game comes with four different scenarios. The first starts you in the northeastern U.S. in 1830,

1 When *Railroad Tycoon* starts, you see the four tycoons sitting around a table gambling. Are you sure you want to become one of these guys?

2 As each scenario begins, the game generates the map features. This shows the section of the world you'll be trying to control.

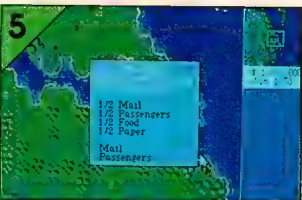
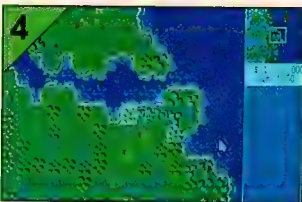
3 This is it: You're off and running. You have sold 100,000 shares of stock to get yourself rolling, so all you need now is good management.

4 You can zoom in on the regional display to view the detail display. This one shows Norfolk and the surrounding countryside.

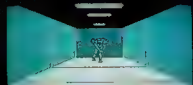
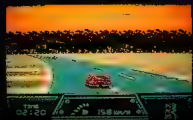
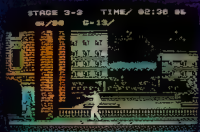
5 Clicking on Norfolk shows that the city will supply mail and passengers, and that it needs mail, passengers, food, and paper.

and the second in the western states in 1866. In the third you find yourself in 1828 England, while the fourth places you in turn-of-the-century Europe. In each scenario you use the same techniques, but the strategy in each is wholly different.

Actually, there are several other scenarios as well. For any game, you can adjust the difficulty and reality levels. The four difficulty levels range from "investor" to "tycoon," with tycoon giving you the toughest opponents. At three of these levels, you can toggle reality factors: no-collision versus dispatcher operation, friendly versus cut-throat competition, and basic versus complex economy. With the no-collision option, trains won't collide with each other; the dispatcher option forces you to control trains according to proper signals. Friendly competition won't try to buy your stock or start rate wars in attempts to take you



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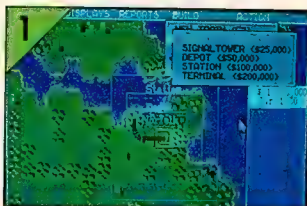
PC PLAYERS

over. Basic economies make all loads valuable at most stations, whereas complex economies force you to match available loads to the specific demand at different locations.

Any one of these options provides considerable variation in the

income, balance sheets, a stock market graph, a list of accomplishments, and even an animated history of your (and your competitors') train lines. From the Action menu, you can call your stock broker (to buy and sell stock), conduct land surveys (to help lay track), and even change the name of your company.

The two menus used most of-



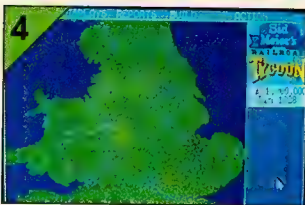
ten, however, are Display and Build. Four displays are available: Regional, Area, Local, and Detail. The regional display offers a strategic map, with all rail lines depicted to scale (i.e., small) across the entire area in which you've chosen to play. The local display reveals an area about the size of the state of New York, and is particularly useful for plotting strategy—you can see all the concentrations of supplies and demands, and the population densities (all of which tend to increase as the game progresses). The close-up view in

the detail display reveals landmarks, stations, industries, mines, the moving trains, and so forth.

If *Railroad Tycoon* didn't do anything else, it would still be a great simulation of a train set. You can construct all kinds of tracks and trains; build tunnels and various kinds of bridges; watch trains slow as they climb a mountain; prevent crashes at the last minute; and change cars, engines, and loads at will. Then you can sit back and watch your microcosmic world go into motion like clockwork.

From the Build menu, you purchase new trains and design all of your various track patterns within and between the centers of population and industry. You may choose many options, all of which have realistic and varying effects on your income or expenses: upgrading bridges; increasing a station's usefulness by adding such things as maintenance shops, livestock pens, and hotels; and establishing a specific industry in the area to make a line more profitable. There are many, many more options, but this brief description will give you an idea of the lavish realism in *Railroad Tycoon*.

During your first few games (each of which can take ten or more



game. When used together (along with the world maps, which are different every time you start a new game), they result in a varied, extremely challenging, and realistic simulation.

Railroad Tycoon is played from pull-down menus or shortcut keystrokes, and the interface is easy to use and logical. Using these menus, you can tailor the game to your liking via a number of options, as well as control stations, trains, loads, and various investments. You can obtain reports on

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PC PLAYERS

hours, if you do well), stay in the novice mode and look for population densities. Build track between the closest, well-populated cities

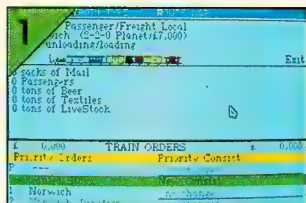
1 Once you've built a train, you have to schedule its stops. Select the Route Map menu item.

2 If you want to be a local hero, begin a new rail service. Then the trick is to be a hero with your investors.

3 The detail display shows the first train steaming its way to Great Yarmouth station. Once there, it will turn around and return, having generated some much-needed income.

4 The area display, with the resource map option, gives a different view of the rail line. Each station is a box, and surrounding towns and resources are shown abstractly.

5 Many reports in this game will reveal your depressing financial state of affairs. Use them often, though, to evaluate the success or failure of a given route.



to start earning good money quickly. When new engines become available (as history allows), upgrade your railroad for greater speed. And remember that, unlike passengers and mail, heavy shipments like coal do not become any more profitable if you deliver them quickly or from a great distance. Also, don't be afraid to sell bonds to raise cash — you don't want competing railroads to take over the best locations.

Tycoon seems destined to become another best-seller for Microprose. It is well balanced; easy to learn and control; achieves fascinating depth, complexity, and realism; and takes computer simulations another step toward the ultimate goal of generating a playing field as varied, unpredictable, alive, and exciting as the real thing.

Microprose is located at 180 Lakefront Drive, Hunt Valley, MD 21030. *Tycoon* requires 512K mini-

mum memory (640K with VGA); CGA, EGA, MCGA, VGA, or Tandy 16-color graphics; and a color monitor. A mouse is optional.

Railroad Empire

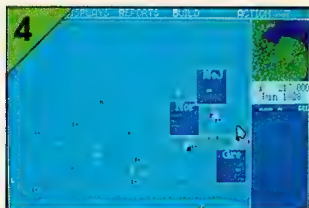
As the manual tells you right at the start, your goal in *Railroad Empire* is very specific. In one year of game time, you must build a transcontinental railway to allow your VIP train to make a cross-country journey. Succeed, and you win; fail, and you lose.

5 Balance Sheet: 1828
Norwich & Great Yarmouth RR

	Total	YTD Changes
Assets		
Operating Funds	£ 208,000	£ 0.00
Treasury Stock	£ 00,000	£ 00,000
Other RR Stock	£ 00,000	£ 00,000
Facilities	£ 500,000	£ 500,000
Industries	£ 0,000	£ 0,000
Real Estate	£ 115,000	£ 115,000
Track & Mails	£ 125,000	£ 125,000
Rolling Stock	£ 0,000	£ 0,000
Liabilities		
Outstanding Loans	£ 0,000	£ 0,000
Stockholders Equity	£ 500,000	£ 500,000
PROFIT	£ 0.00	YTD £ 0.00

In other words, *Railroad Empire* isn't nearly as wide-open as the simulation-based *Railroad Tycoon*. *Railroad Empire*, however, does require that you build a railroad. Everything costs money, and you don't have enough to head across the continent without earning a lot more. Your transcontinental track depends completely on your ability to build a continually successful operation.

Railroad Empire is played on a



map of either the U.S. or Europe (disks containing Australian, Oriental, and Siberian terrain are available separately). At any time, you can view various financial reports to see how you're doing. For the most part, though, you'll simply stick to the map.

The first thing to do is slow the game down. *Railroad Empire* starts at a fast speed, with a full day of game time taking only about half a minute of real time. By choosing the slow speed, you have a whopping four or five minutes to do all that has to be done. The screen

PC PLAYERS

1 *Railroad Empire*: As the U.S. scenario opens, you have an A Train (bottom right of screen). Your task is to extend its railway across the entire continent.

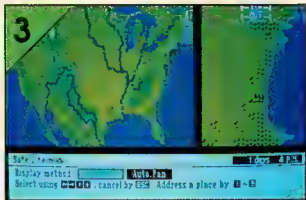
2 As each day progresses, the map color changes to match the time. During the night, you can lay no more track, but your trains are free to run.

3 By pressing the appropriate function key, you can see the strategic map of the U.S. As your rail empire grows, you'll need this map often.

4 The European scenario uses the same rules, but your strategy should be very different because the population and industry are much more concentrated.

5 Europe by night. You've got a long way to go, and only a year to accomplish your goal. Lay tracks for existing population centers.

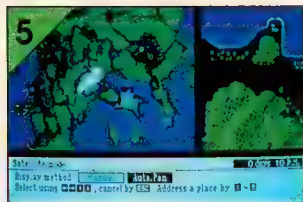
6 The menu for building a station is similar to all of the control menus in *Railroad Empire*. All actions are accessible by shortcut keystrokes as well.



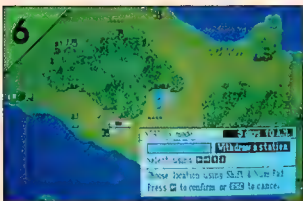
colors cycle as the time of day changes, a feature that serves to increase your anxiety even further. This game is nothing if not nerve-wracking.

Basically, you lay track, build stations, and get passenger trains running from location to location. You can lay track only during daylight hours, so use that time well. You must also be careful to avoid collisions — especially the collision of your A Train with another. Losing the A Train means losing the game.

Railroad Empire and *Railroad*



Tycoon are based on the idea of building successful rail lines, but the games are entirely different. If you want a time-intensive, nerve-wracking challenge, take a good look at *Railroad Empire*. If you want to understand the workings of the early railroad companies, gain a significant education in 19th- and



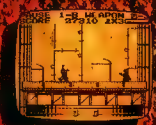
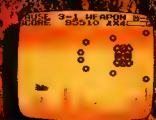
20th-century economies, and experience the compelling realism of a rich simulation, pick up *Railroad Tycoon*. The Microprose offering is unquestionably the deeper and more complete of the two products, but Artdink's contribution has merit for players who enjoy solving a puzzle against a clock.

Empire is published by Seika, 20000 Mariner Avenue, Suite 100, Torrance, CA 90503. It requires 384K minimum memory and CGA or EGA graphics.

GP

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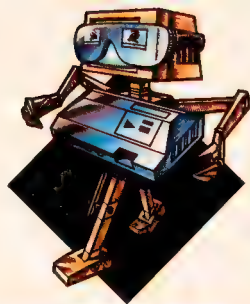
Get ready for the flood! Dozens of new games for the Sega Genesis are on the way, and by Christmas there should be at least 60 titles to choose from — more than double the current total.

We've just returned from the Summer Consumer Electronics Show in Chicago, where we had a chance to see and play most of the new games to be released over the next six months. Sega is definitely attracting a strong following for the Genesis, with nearly 20 independent companies now signed up to produce software for the leading 16-bit game machine. Every company has at least two or three games in development, most scheduled for release this fall or in early 1991. And that's in addition to the new titles announced by Sega of America.

It was during CES, in fact, that Electronic Arts finally reached a licensing agreement with Sega to produce Genesis games. As we reported last month, EA had already announced three Genesis titles (*Populous*, *Budokan*, and *Zany Golf*) and was planning to release them with or without Sega's official blessing. EA now has that blessing, thus averting a possible legal fray like the one in which Nintendo and Tengen have been locked for the past two years.

Another independent company that made peace with Sega at CES is Color Dreams, which produces nonlicensed games for the Nintendo Entertainment System. Phil Mikkelsen at Color Dreams told *Game Player's* that his company will also become a Sega licensee, just in time to release four new Genesis titles.

The only bad news is that although we saw many new games at CES, there wasn't much variety. There were lots of arcade-style



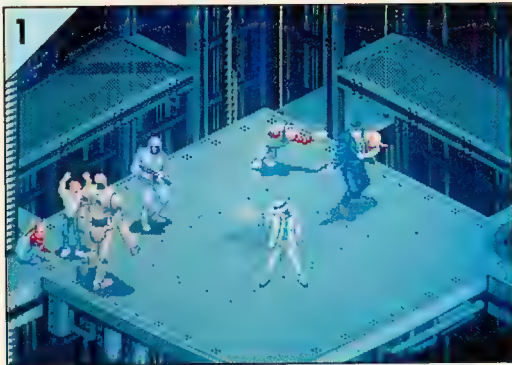
SEGA MASTERS

Sega Genesis Title Wave

Tom R. Halfhill

shooters with great graphics, but few games in other categories. In time, these gaps will probably be filled by the computer game publishers as they convert their computer games to run on the Genesis.

1 *Michael Jackson Moonwalker*, announced in January, is nearly finished and should hit the stores this fall.

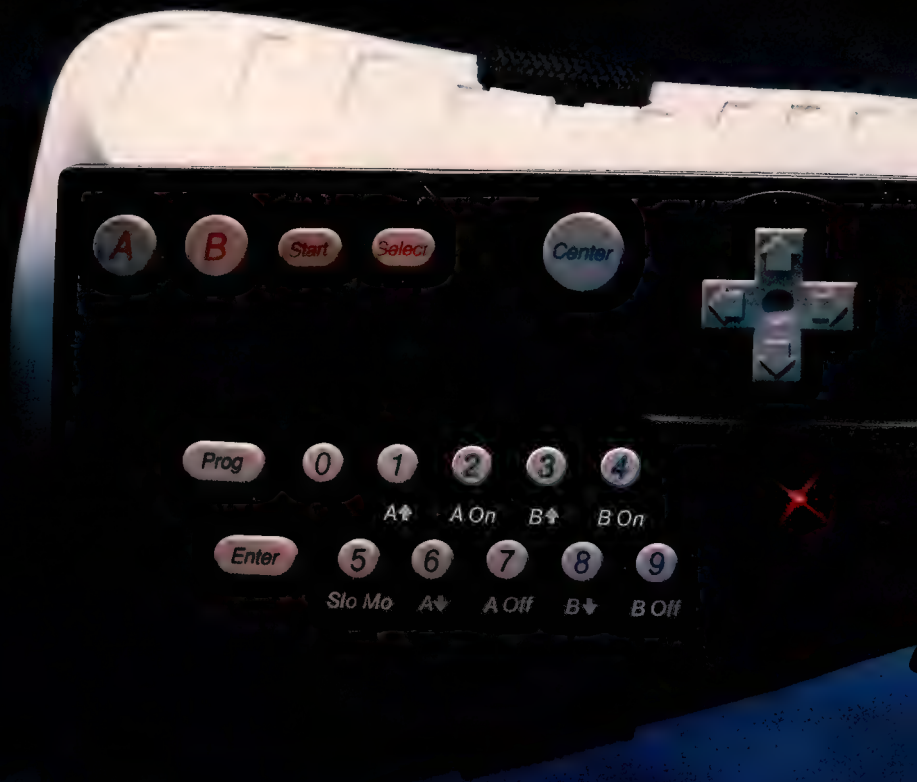


Sega's Games

Sega's area at CES was dominated by such previously announced titles as *Michael Jackson Moonwalker*, *Joe Montana Football*, *James "Buster" Douglas Knockout Boxing*, *Pat Riley Basketball* (formerly called *Super Basketball*), *Dick Tracy*, *Spider-Man*, *Super Monaco Grand Prix*, *Cyberball*, *Crackdown*, and *Fantasia*. Some of these carts should be in the stores by the time you read this. Newly announced games from Sega include *The Sword of Vermilion*, *Columns*, *Strider*, *Afterburner II*, *Dynamite Duke*, *Phantasy Star III*, and *Mickey Mouse and the Castle of Illusion*.

The Sword of Vermilion is a massive fantasy role-playing game that pits you against fiends and monsters in a mazelike world of dark dungeons. At five megabits — plus battery backup — it's one of the largest cartridges yet announced for the Genesis. The package will include a 110-page hint book.

Columns is Sega's answer to *Tetris* for Nintendo: a fast-action puzzle game in which colored shapes fall from the top of the screen. You have to arrange them at the bottom in groups of three to score points.



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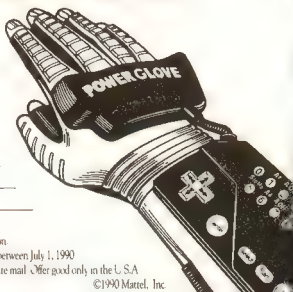
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Strider is a well-known arcade game that was also a hit on Nintendo (although the two versions are quite different). Your quest to rescue a kidnap victim takes you to various locations around the globe, including snowy mountains and steamy jungles.

Afterburner II is the sequel to Sega's hit arcade game in which you pilot an F-14 Tomcat jet during air-to-air dogfights and ground-attack missions. Although it's not a true flight simulator, *Afterburner II* does allow 360-degree rolls, unlike some air combat games.

Phantasy Star III wasn't officially announced by Sega, but sources expect it to debut in early 1991, possibly as early as January. It's the sequel, of course, to the popular *Phantasy Star II*, the first fantasy role-playing game for the Genesis. (The original *Phantasy Star* was a Master System game.)

Mickey Mouse and the Castle of Illusion is Sega's second game based on Walt Disney characters. (The other, *Fantasia*, was announced in January and is still under development.) Designed primarily for younger players, *Mickey Mouse* is a relatively non-

violent action game along the lines of *Super Mario*.

Sega is rather vague about when particular Genesis titles will hit the stores. However, most are scheduled for release this fall or early next year.

1 *Super Monaco Grand Prix* will compete with Tengen's *Hard Drivin'* and *Road Blasters* for the title of best Genesis racing game.

2 *The Sword of Vermilion* is an action-oriented role-playing adventure that will come on a five-megabit cartridge with battery backup.

The Independents

So far only a trickle of Genesis games from independent companies have been released (see the "Sega Players" column in the June issue of *Game Player's*). But by mid-1991, most of the Genesis titles on the market will probably be from independents, not from Sega of America. Here's a rundown of new games we'll see from independents over the next six months.

Accolade: A respected computer game publisher, Accolade is not yet licensed by Sega but nevertheless announced its first Genesis title — *Ishido: The Way of Stones*. Voted the Best Strategy Game of 1989 by the Software Publishers Association, *Ishido* is an Oriental strategy game similar to mah-jongg.

Activision: *Tongue of the Fatman*, a computer game that Activision announced for the Genesis in January, has been renamed *Mondou's Fight Palace*. It's an offbeat boxing game featuring various alien creatures, and is very near completion.

Color Dreams: *Targhan* is an action game in which you play a rampaging barbarian; *Colorado* is an action-adventure that puts you

on a search for a legendary gold mine in the Old West; *Andromeda Mission* is a fast-action shooter with *Space Harrier*-style graphics; and *Starblade* is a futuristic space adventure in which you must hunt down and eliminate a mutant queen who's preparing to spawn a race of people-killers.

Dreamworks: With two Genesis titles already released (*Shove It!* and *Target Earth*), Dreamworks is working on two more — *Fire Shark*, an air-combat game based on the arcade hit *Sky Shark*; and *Trampoline Terror!*, an action game in which you hop along a skywalk made of trampolines.

Electronic Arts: *Populous*, *Budokan*, and *Zany Golf* — covered



in last month's *Game Player's* — will probably be available by the time you read this. Additional titles, possibly including *Lakers Versus Celtics*, will follow in 1991.

INTV: *Curse — Quest of the Solar Grail* is a shoot-em-up in which you pilot a spaceship through numerous alien hazards. Following it will be *Final Assault*, another space shooter. Both games were developed for INTV by Micronet, which is also releasing two Genesis titles under its own name (see below).

Kaneko: *DJ Boy* is a cartoon-style action game in which you play a roller-skating teenager who fights a variety of opponents; *Aero Blasters* is a shooting game with combat in the sky and in outer space; and *The Berlin Wall* is a *Super Mario*-style game in which you run

along a wall while bopping enemies with a large mallet.

Kyugo: *Crossfire*, due in early 1991, is a shooting game in which you pilot a futuristic helicopter on a mission into enemy territory.



1 **Columns** is Sega's answer to Tetris — a fast-moving puzzle game for one or two players.

2 **Paperboy**, based on the popular arcade game, is being produced for the Genesis by Tengen.

Micronet: In addition to *Curse* — *Quest of the Solar Grail* and *Final Assault* (two Genesis games released through INTV), Micronet is working on *Caesar*, an action-strategy game placed in Roman times, and *Junction*, a puzzle game based on *Q-brik*, the Konami arcade game.

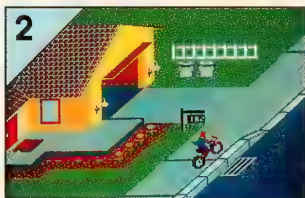
Namco: Two titles based on Japanese arcade games are *Phelios*, an overhead-view shooter in which you battle creatures from Greek mythology; and *Burning Force*, a high-speed shooter with graphics similar to *Space Harrier*.

Nuvison Entertainment: *Bimini Run* is an action-adventure in which you navigate a high-speed powerboat on the open seas in pursuit of kidnappers; and *Beanball Benny* is a cartoon-style action game about a former baseball pitcher who's now a heroic taxi driver.

RazorSoft: *Techno Cop* is about a policeman of the future who hunts down unruly punks with an .88 magnum pistol and a heavily armed urban assault vehicle; in *Stormlord*, you play an ancient adventurer on a quest to rescue innocent maidens held captive by

the infamous Rotting Crone; in *Death by Steel*, you struggle against horrific creatures conjured up in dreams by your own subconscious mind; and in *Crime Traveler*, you play a Warp Ranger who journeys through time to vanquish some of the worst criminals in history.

Renovation Products: *Whip Rush* is a fast-moving shooter with parallax scrolling and widely varying backgrounds; *Final Zone* (called *Axis* in Japan) is a shooting game with diagonal scrolling in which you control a robot who eradicates numerous enemies; and *Battle Mission* is a commando game similar to *Operation Wolf* on Nin-



tendo. Although *Battle Mission* is already available in Japan, Renovation says it may withhold the game from the U.S. market in favor of a role-playing game yet to be announced.

Sage's Creation: Formerly known as Hot-B, a Nintendo licensee, Sage's Creation is finishing work on two Genesis games announced in January — *Insector-X*, a fast-action shooter with hordes of buglike enemies, and *Ka-Ge-Ki*, a brute-force punch-em-out. Another fighting game, *Shadow-Blasters*, is also due this fall.

Seismic: With two Genesis games already on the market (*Air Diver* and *Super Hydlide*), Seismic is preparing to release *Hell Fire*, a horizontally scrolling space shooter; *Land Buster*, a tank game with 3-D action screens; and *Macress*, an action-adventure in which you play a character who can transform himself into various hybrid creatures.

Technosoft: Work is nearly done on *Thunder Force III*, a shooter announced in January.

Tengen: *Klax* is a Tetris-style puzzle game being released for nearly all videogame and computer systems (see our review of the Nintendo version on page 80); *R.B.I. Baseball 2* is an action-strategy game similar to the Nintendo version; *Paperboy* is based on the hit arcade game about a bicycling newsboy who struggles against suburban hazards; and *Road Blasters* is a no-holds-barred car-racing game in which you can blow your enemies off the track. Another racing game, *Hard Drivin'* (the arcade conversion announced in January), is still under development.

Three-Sixty: Best-known for *Harpoon*, a naval warfare simulator for PC-compatible computers, Three-Sixty is starting work on its first Sega Genesis title, *Flight of the Old Dog*. Based on the best-selling novel by Dale Brown, it's about a B-52 bomber that's refitted for a top-secret mission over the Soviet Union.

Treco: Although Treco was the first independent company to announce a Genesis title — *Atomic Robo-Kid* — the game has been delayed once again and probably won't be released until October. Following shortly afterward will be *Dando*, an action-oriented role-playing game similar to *Golden Axe*. For early 1991, Treco is working on *Task Force Harrier*, an action game featuring the Harrier jump-jet.

Video System: A Japanese company new to the U.S. market, Video System is planning a late-1990 introduction for *Super Volleyball*, a sports simulation for one or two players.

GP

It looks like a videocassette recorder, plays games like an Amiga, and is intended to revolutionize the way we entertain and inform ourselves. Depending on your point of view, it's either a super videogame system, a cleverly disguised personal computer, or the information appliance of the future.

After months of rumors and speculation, Commodore recently unveiled this fascinating mystery machine at the Summer Consumer Electronics Show in Chicago. (*Game Player's* actually got a peek at it during the Winter Consumer Electronics Show in January, but we had to promise not to write about it until it was officially unveiled in June.) Nicknamed the "Baby" during development, the finished product is now called CDTV — Commodore Dynamic Total Vision. Commodore's goal is nothing less than to make interactive video a reality and to turn the home computer into a widely accepted appliance, like a TV or VCR.

The idea of interactive video isn't new. About four years ago, N.V. Phillips — the giant Netherlands company which invented the cassette and compact disc — announced a new system called CD-I (compact disc interactive). CD-I promised to deliver full-motion video and stereo sound from a standard-size audio CD under computer control. And the video would be *interactive*, meaning that a wide range of educational and entertainment applications would be possible, including videogames with TV-quality graphics.

Rival companies soon proposed an alphabet soup of competing standards with sound-alike names, such as VDI and DVI. Although the technical details of these systems differ, they all have one thing in common: You can't buy any of them yet, and it's not likely that you'll be able to for a year or



AMIGA PLAYERS

COMMODORE UNVEILS CDTV

Sheldon Leemon

more.

Rather than create a whole new technology from scratch, Commodore built its interactive video machine from existing parts. Commodore started with its Amiga 500 computer, expanded the memory to one megabyte, and added CD-ROM (compact disc-read only memory). A CD-ROM drive is similar to an audio CD player (in fact, it can also play audio CDs), but reads special discs that contain many other types of information — text, graphics, sound, or just about anything. (The CD player available for the NEC TurboGrafx-16 videogame system is a CD-ROM drive.)

Each CD can hold massive amounts of data — enough to put an encyclopedia, several long animation sequences, or hundreds of videogames on a single disc. Thanks to CD-ROM, Commodore's CDTV can fit thousands of frames of high-quality Amiga digitized audio and video on a disc, enough for incredible games,

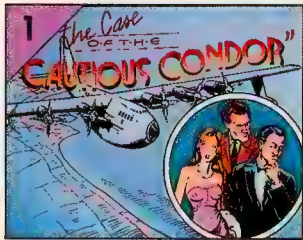
1 Commodore's CDTV is a modified Amiga 500 computer that's designed to resemble a nonthreatening VCR.



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interactive instructional software, or very large interactive reference works.

The most innovative part of CDTV, however, may be its packaging. Instead of making it look like a computer, Commodore dressed it up in a case that makes it look like a fancy CD player or VCR. There is no typewriter keyboard or floppy disk drive to frighten the computer-shy. Instead, the unit comes with an infrared remote control that has all of the normal audio CD functions, plus four directional arrow keys and ten function keys. Although an optional keyboard and floppy disk drive will be available (as well



as remote-control joysticks), CDTV is designed so people can plug it into their TV and stereo, sit back in an easy chair, and click the remote.

What kinds of things can you do with CDTV? Although Commodore has not yet announced any specific products, a few other companies have.

Xipias, for example, has shown clips from its *New Basics Recipe* collection, a video cookbook that includes illustrated instructions,

the ability to search by ingredients, and automatic portion scaling. Xipias also has a CD-ROM version of the *American Heritage Illustrated Encyclopedic Dictionary* and is working on two history titles: the *Timetable of Science and Innovation* and the *Timetable of Business and Politics*.

Applied Optical Media has a product called *World Vista*, a huge database of topological and thematic maps integrated with audio and video clips. Many other educational and reference titles are on the way, including an illustrated volume of the complete works of Shakespeare, and two complete Bibles on a single CD.

Of course, there will also be plenty of games. In addition to all of the existing Amiga games that will run on CDTV with minor modifications, several companies are developing games specifically tailored for the CD format. Virgin Mastertronic is working on *Spirit of Excalibur*, and Tiger Media is working on *Airwave Adventure: The Case of the Cautious Condor*, a graphics murder-mystery with two and half hours of audio and more than 700 pictures.

Entertainment software won't be limited to games, however.



Atari founder Nolan Bushnell, who is now Commodore's interactive products manager, predicts that CDTV will be used for "surrogate vacations." You'll be able to buy CDs that allow you to explore whatever parts of a foreign country appeal to you, rather than

watching a canned travelogue.

Commodore says there will be more than 100 titles available when CDTV is released this fall, and more than 200 by Christmas. Although that may sound optimistic, many developers have already spent months or years creating software for CD-I and DVI, and some of these companies are now translating their products to CDTV, thrilled at the prospect of actually being able to sell something this year.

Moreover, since CDTV is based on the Amiga, hundreds of programmers already know how to write software for it. They can even use existing development tools, like audio and video digitizers and scanners.

How much will CDTV cost? Commodore hasn't announced a firm price yet, but it's expected to be around \$800. If you want to buy the optional keyboard and floppy disk drive to turn the CDTV unit back into an Amiga, add a few hundred more.

Commodore is very careful to call CDTV an "interactive information and entertainment" product, not a game machine or home computer. But it just happens to run Amiga software, and it can combine Amiga graphics and sound with the vast storage capacity of CD-ROM. With everything from encyclopedias and Shakespeare to great games, CDTV is not just for kids or parents, but the whole family.

Among the first products announced for CDTV is Tiger Media's *Airwave Adventure: The Case of the Cautious Condor*, an interactive game based on the detective thrillers of the 1930s and 1940s.

Airwave Adventure, previously released in Japan for the FM-Townes CD-ROM computer, captures the look of a bygone era.

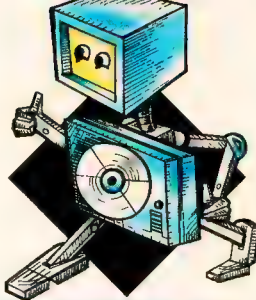
Hand-held videogaming will take a great leap forward when NEC begins shipping its new TurboExpress to stores this fall. As we reported last month, the TurboExpress is a genuine breakthrough because it's the first hand-held game machine capable of playing the same cartridges as a full-size videogame system (in this case, the TurboGrafx-16), and is by far the most powerful portable yet produced. In some ways, it actually offers better graphics than the full-size TurboGrafx, the Nintendo Entertainment System, and the Sega Genesis!

If you're wondering whether the TurboExpress really delivers on its promises, wonder no longer.



We've played such games as *Bonk's Adventure* on the TurboExpress, and it works as well as NEC says it does. The full-color liquid-crystal display screen is significantly better than the color LCD found in the Atari Lynx, and is comparable in quality to a regular TV. That's what makes it possible for NEC to offer an optional tuner module that converts the TurboExpress into a hand-held TV set and camcorder monitor.

We found the image to be crisp, colorful, stable, and relatively free of the flaws usually associated with LCD screens. For example, the

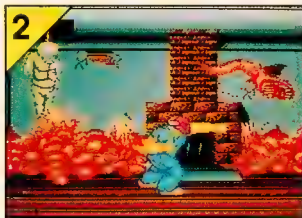


TURBO PLAYERS

TurboExpress And New Games

William R. Trotter
Tom R. Halfhill

viewing angle is not very critical. You can watch the screen from a slightly off-angle and still get a good picture. This is not true of the Lynx, which must be carefully adjusted and viewed almost straight-on for best results. Also, the TurboExpress screen exhibits virtually no "persistence" effect — the blurring of fast-moving



objects that's so noticeable on the Game Boy.

The TurboExpress is easy to handle, too. It's roughly the same size and shape of a Game Boy and has a similar control layout. The buttons work just like those on a standard TurboGrafx controller, including the slide switches for variable turbo-fire.

There are a few drawbacks, however. For one thing, the screen is small — only 2.6 inches diagonal, a full inch smaller than the Lynx. Although this is about the same size as the Game Boy's screen, remember that Game Boy games are designed with the tiny screen in mind; animated characters and other objects are made extra-large to compensate for the reduction in screen size. Since the TurboExpress uses the same games as the TurboGrafx — games that were originally designed to be played on a living room TV — some objects appear uncomfortably small.

Also, the TurboExpress's advanced LCD screen raises the cost of the unit and is causing supply problems. NEC still hasn't settled on a retail price for the TurboEx-



1 NEC's TurboExpress has the best graphics of any hand-held game machine.

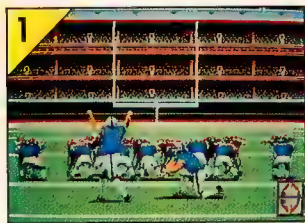
2 *Splatterhouse* borrows heavily from teenage slasher movies. But in this game, the hero wears the hockey mask.

3 *Super Volleyball* looks almost like a TV broadcast of an Olympics-class volleyball game.

- 1 *TV Sports Football* offers simulated camera angles and realistic sound effects.
- 2 *Ys Book I & II* is a huge fantasy game that packs two quests onto a single compact disc.
- 3 *Dragon's Curse* is a whimsical, action-oriented quest game.

press, but it will probably be close to \$250. To keep costs down, the TurboExpress won't be packaged with a game (as are the Lynx and the Game Boy).

The color LCD screens are so difficult to make that NEC says shipments of the TurboExpress will be very limited in 1990. The TurboExpress will probably appear first in such areas as New York and California, and spread slowly from there. NEC cautions that significant numbers of units won't be



available until early or mid-1991.

Still, there's no doubt that NEC has raised the stakes in the handheld videogame market.

New Games For TurboGrafx

TurboGrafx games are now being produced by 21 different companies (although nearly all of the games are issued under NEC's name), and NEC expects to have more than 60 games available by the end of this year. Among those publishing or developing TurboGrafx titles are such respected firms as Tengen, Data East, and Walt Disney Productions. Let's

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take a look at some of the new TurboGrafx games exhibited at Summer CES in Chicago.

Splatterhouse shows every sign of becoming a monster hit in the home, just as it is in the arcades. The storyline is right out of the typical teenage slasher movie: You're stranded in a haunted house; monsters abduct your girlfriend; and you have to battle your way through seven levels of hideous foes in order to rescue her. Of course, there's always the possibility that by the time you find your girlfriend, she may have turned into a monster herself.

Splatterhouse includes all of the trademark bits from classic splatter films: chainsaw-wielding maniacs, cannibals, zombies, and violent characters wearing unusual masks. The game takes a decidedly tongue-in-cheek approach, even as it exploits the blood and guts. (Wait until you see "the room of jumping guts"!) The graphics are vividly gruesome, and the arcade-style action is wild. *Splatterhouse* debuts in August.

Another exciting title to watch for is *Legendary Axe II*, the sequel to what many players believe was NEC's best action game of 1989.



It's due in October.

Pinball addicts also have reason to rejoice. In August, NEC is releasing *Devil's Crush*, a dramatic sequel to *Alien Crush*. Fans of the first game will be glad to learn that the graphics are even more spectacular than before. (See our review on page 83.)

We were also taken with a droll and delightful action game called *Chew-Man-Fu*, in which you attempt to break the spell of an evil sorcerer who has made it impossible for the people of China to enjoy eggrolls or fried rice. The whole look of this vast (550 screens!) game is decidedly off-the-wall, with screen after screen of bizarre, weird, and silly stuff rendered in colors of eye-popping brilliance. This game could be a real sleeper.

Sports fans can enjoy solo play or two-person competition in *Super Volleyball*. The big-screen views, crisp detail, and startling depth of this game's graphics almost convinced us that we were watching a live game on TV.

Another volleyball game, *Sonic Spike*, simulates beach-style volleyball. With the TurboTap accessory, as many as four people can play at once. *Sonic Spike* is being produced by an independent company, Information Global Services.

NEC's *TV Sports Football*, scheduled for September, shows the action from simulated camera angles, and does so with creativity and imagination (there's even one guy who waves at the "camera"

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and says, "Hi, Mom!"). The digitized sound effects are realistic, too — you can almost feel the *crunch* when two players collide. A similar game, *TV Sports Basketball*, is scheduled for release in February 1991.

Late this fall, watch for Tengen's *R.B.I. Baseball 2*, an updated version of Tengen's *R.B.I. Baseball* for Nintendo. The TurboGrafx version will allow one or two players the choice of coaching any of the 26 major league teams using actual 1989 player names and statistics. Features include instant replay and the ability to shuffle your batting lineup.

Fantasy role-playing hasn't been neglected, either, starting with the 22-level, one- or two-player *Double Dungeons*. Even more monumental is the epic scope of *Ys*



Book I & II, a truly enormous game that packs two huge quests on one compact disc. It was scheduled to be released in July.

A fine sense of whimsy pervades *Dragon's Curse*, a sparkling and zany quest game slated for August release. Equally impressive, though quite different in story and style, is another CD quest adventure called *Valis II*. NEC said it would begin shipments in July.

Intense combat and extraordinary depth of play made *Last Alert* one of the most impressive action games we saw at CES. The CD format allows a storyline that's almost novelistic, and the array of firepower deployed in *Last Alert* may be the most extensive ever put into a combat game. It should be available in August.

Those who like puzzles and games of abstract strategy can look forward to NEC's *Timeball*, which looks and plays a bit like the computer game *Pipe Dream* and the arcade game *Q-brik*. Another



puzzler, *Drop Off*, bears a superficial resemblance to *Tetris* but offers more variety. In August, Tengen is introducing *Klax*, a fast-action puzzler that's definitely in the vein of *Tetris*. (For a review of the Nintendo version of *Klax*, which is similar to the TurboGrafx version, see page 80.) And in October, NEC is releasing *Boxyboy*, a puzzle game similar to *Shove It!* for the Sega Genesis and *Boxxle* for the Game Boy. The object of *Boxyboy* is to rearrange crates in a warehouse. If you're good enough,

you eventually get transferred to Egypt, where you must rearrange hieroglyphic tiles in a pyramid.

Traditional shoot-em-ups are as popular as ever, and NEC is working on a couple that we can't wait to review. The surreal, eerily beautiful graphics in *Psychosis* (an August release) were so stunning that we often forgot to shoot! And *Final Zone II*, a CD-based shooter, gives you five characters, seven levels of action, an elaborate story, map screens, and high-fidelity sound effects that take full advantage of the CD's awesome audio capabilities. It's scheduled to be released in September.

More action games slated to hit the stores in coming months include *Camp California — Let's Party*, *Bravoman*, *Tiger Road*, *Veigues Tactical Gladiator*, and *Battle Royale*. All are due between late August and December.

Additional CD games to watch for late this year or early in 1991 include *Lords of the Rising Sun*, a historical epic placed in medieval Japan; *It Came From the Desert*, based on the 1950s science-fiction movie *Them!*; and *Magical Dinosaur Tour*.

GP

1 *Valis II* is a CD-based quest game scheduled for release in July.

2 *Last Alert* is a very impressive combat game that features an unusually wide array of weaponry.

3 *Psychosis* is a fast-moving shoot-em-up with eerily beautiful graphics.

New Lynx games dominated Atari's exhibit at the recent Summer Consumer Electronics Show in Chicago. In all, Atari announced 23 new titles for the Lynx (some of which we reported last issue).

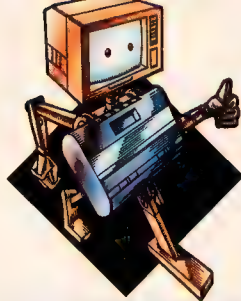
During the show, rumors persisted that Atari would introduce a Lynx II sometime in 1991. Opinions differed, however, on what form the new Lynx might take. Some said it might be a *more expensive* model with better graphics and true stereo sound to compete with NEC's new TurboExpress; others speculated it would be a *less expensive* model to compete with Nintendo's popular Game Boy.

Both theories make sense, because either change could be beneficial to Atari. On one hand, an improved model might be desirable to compete against the TurboExpress, which will soon dethrone the Lynx as the technically superior hand-held game system. Also, the Lynx — originally developed by Epyx — started out as a more powerful system but had to be scaled down to get the price under \$200. Restoring some of the features that were sacrificed might be easier than inventing new features from scratch.

On the other hand, a lower-priced Lynx makes sense because it might lure more people away from the Game Boy (which now costs about \$100 less than the Lynx), while also encouraging potential buyers to think hard about spending the extra money for a TurboExpress (which is expected to cost almost \$250).

We'll be following this story closely.

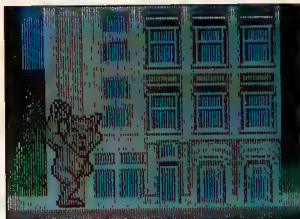
Meanwhile, here's a rundown of the new Lynx games you can expect to see during the next six months. (Be sure to add this list to



ATARI SAFARI

More Games For The Lynx

Tom R. Halfhill



First announced more than a year ago, *Rampage* is finally coming to the Lynx in September—Atari promises!

last month's column to get the complete lineup.)

Rygar (fall 1990): A fast-action shoot-em-up based on the arcade game.

Warbirds (fall 1990): Formerly entitled *Red Baron*, this is a World War I aerial combat game. A lone player can compete against computer-controlled pilots, or as many

as four players can hook their Lynxes together and engage in head-to-head dogfights. Although not a true flight simulator, *Warbirds* does feature first-person, three-dimensional graphics.

NFL Super Bowl Football (winter 1990): Licensed by the National Football League, this game allows one to four players to pick the NFL team of their choice and kick off in the Super Bowl. The team you choose affects your performance, because each ball club has its own strengths and weaknesses.

Pinball Shuffle (early 1991): A pinball simulation featuring three different machines designed by Williams, a leading pinball manufacturer.

World Cup Soccer (early 1991): Based on international soccer rules, this action game allows one to four players to compete against the computer or each other.

Grid Runner (early 1991): A futuristic sports game in which one to four players race across an arena in high-tech vehicles. It has first-person, three-dimensional graphics.

Scrapyard Dog (early 1991): To rescue a kidnapped dog, you must journey through the worst part of town, doing battle with hostile rats, bottle-throwing thugs, and other enemies.

Turbo Sub (early 1991): One or two players command their futuristic submarines against enemy ships, planes, and other foes.

Blockout (early 1991): A colorful puzzle game that resembles a three-dimensional *Tetris*. It was adapted from a California Dreams computer game for the IBM, Macintosh, and Amiga. (See review in *Game Player's*, November 1989, Vol. 1, No. 5.)

GP

NINTENDO GAME OF THE MONTH

SUPER



**Matthew A.
Firme**

Sergeant Bill Ko and his comrade, Corporal Lance, thought the worst was behind them. Relaxing on a beach in Brazil, the two heroes of *Contra* told everyone who would listen about their victory over the alien menace, Red Falcon.

But Red Falcon wasn't beaten. He had only retreated, returning to the darkness of space to round up more allies. As our heroes rested, Red Falcon gathered his new army and began a new, secret attack on Earth.

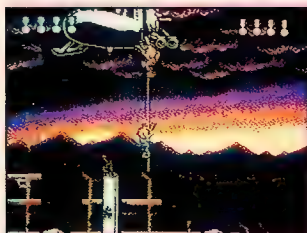
Using alien technology, Red Falcon's soldiers took over the bodies of the U.S. soldiers stationed at nearby Fort Fire Storm. With the fort as a base for his evil opera-

tions, Red Falcon is now ready to launch his all-out takeover of Earth.

As *Super C* begins, you must once again assume the role of Sergeant Ko or Corporal Lance (alias Scorpion and Mad Dog), or you and a

friend can fight as a team in the two-player cooperative mode. Either way, get ready for one of the toughest battles of your life.

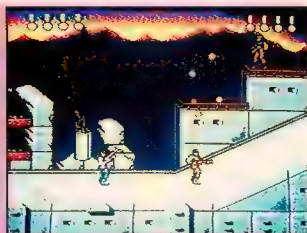
Konami, 900 Deerfield Parkway, Buffalo Grove, IL 60089.



As the helicopter drops you just outside the gates of Fort Fire Storm, keep two basic tactics in mind: Shoot, and don't stop shooting.



Watch for the power-up capsules that fly by. Shooting a capsule reveals one of seven different "hawks." Get it fast, because it'll quickly fall and disappear.



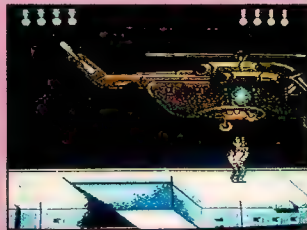
To clear out the alien-possessed soldiers on the buildings ahead, shoot forward and upward while running up this steep slope.



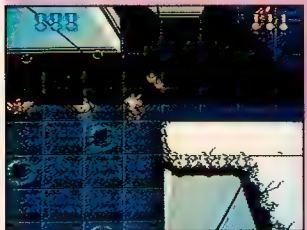
Sometimes hidden enemies toss grenades from the other side of a building. Watch for an opening, then dash ahead when you can.



To hit the gunner hiding in the bunker, leap over his head and shoot downward.



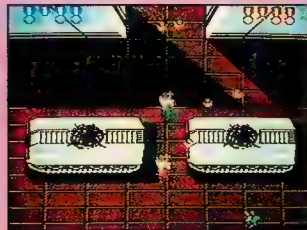
At the end of stage 1, you must fight it out with a helicopter gunship. When you blast all four of its guns, a glowing blue engine appears. Shoot it to finish off the chopper.



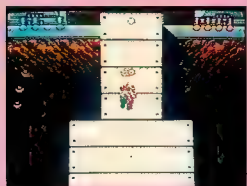
As you fight to destroy the fort's captured control center in stage 2, look for the pillbox sensors. Power-ups are hidden inside them.



If you position yourself a few squares away from this tank's triple guns, you can avoid its spray of bullets and safely return fire.



To take a break from the action, stand between these two tanks. Their bullets can't hit you here.



Across the bridge is a corridor leading to the level boss. Race past the guards in the corridor, saving your strength for the fight ahead.

Concentrate your fire on the three gunners sitting atop the boss tank. If you keep your distance, you can easily avoid the tank's attacks.

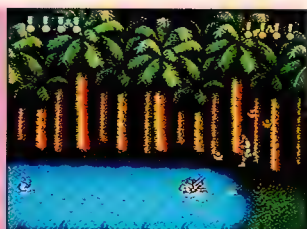




As you move through this deceptively tranquil jungle glade, you'll be attacked from every angle. The best weapon to have is the five-way spread gun.



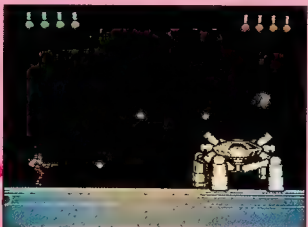
Enemies are everywhere! As Scorpion shields the body of his fallen comrade, enemy soldiers leap from the treetops above.



When you're moving through the lakes, you can avoid the enemy by ducking beneath the water. No harm can come to you while you're submerged.



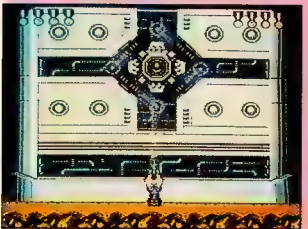
Like a mechanized spider, the fierce Babalul Destructoid marches toward you. Stay away from its crushing feet, and try to avoid its attack by standing on top of the machine.



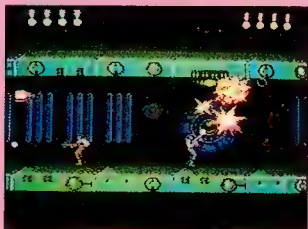
By leaping into the air, shooting down at the Destructoid, and landing back on top of it, you'll soon bring the boss machine to its many knees.



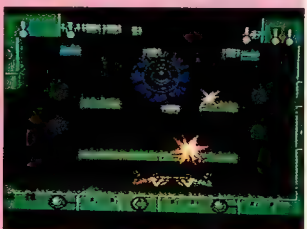
Proceed carefully across the earthquake-racked clearing. Be ready to jump as whole sections of earth drop away beneath your feet.



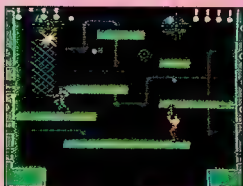
Although the boss of stage 3 looks imposing, all you have to do is blast the four guns circling its center—and avoid being killed in the process.



Rush beneath the opening in the ceiling before the blue balls of light start dropping. Blast away at the opening until the fireworks stop.



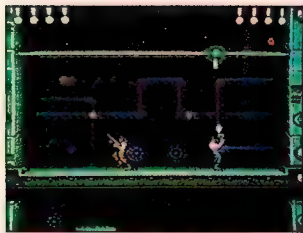
As you reach the long vertical shaft that leads up to the stage boss, duck and stay low to avoid the rows of exploding bricks that are falling.



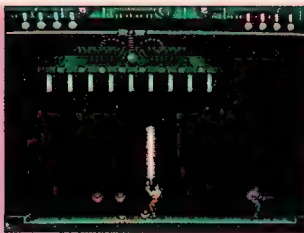
Shoot the disc-shaped cannons on the walls of the shaft as soon as you see them. The sooner you destroy the cannons, the fewer bullets you'll have to duck.

At certain points during your ascent, the floor rises and lets you stand still for awhile. Remember to watch for power-ups.

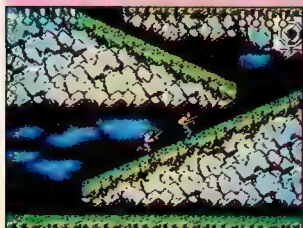




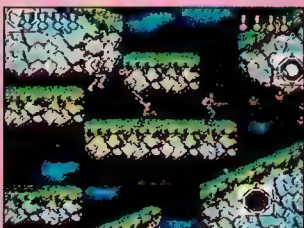
It's best to attack the laser from the side, firing diagonally. You don't have much time to dodge if it fires at you from above.



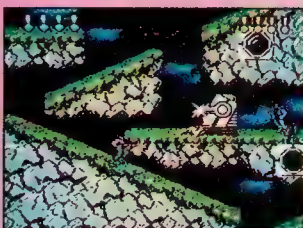
This super-laser cannon awaits you at the end of the stage, sliding back and forth. If you begin by attacking the laser barrels at the center of the machine, you can stand safely beneath it while firing at the remaining lasers.



Stage 5 is appropriately named Massacre Mountain. You'll do a lot of jumping in this stage, mostly to avoid being shot.



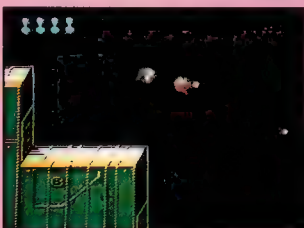
Blast the gun turrets mounted in the rocky walls. The turrets can swivel in a complete circle, and they'll give you real trouble if you don't destroy them quickly.



Many cannons are hidden in the ground, ready to pop up when you get near. Lie down, beneath their line of fire, and blast away.



You'll be glad to find all this flat ground once you reach the top of the mountain. Watch out for aliens attacking from the rear.



Be careful as you jump down to each new ledge. Some have doors leading to underground bunkers, and aliens will rush out to attack you.

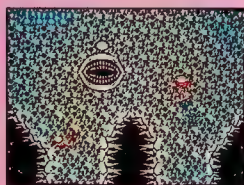


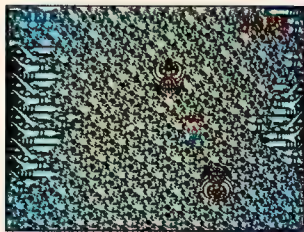
Jump over this pop-up cannon and shoot it from the rear. Its line of fire is too low to duck.



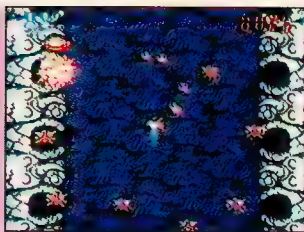
The Krypto-Crustacean, another-worldly terror, is the boss of Massacre Mountain. Concentrate your fire on its blinking red eye.

Your journey leads you to the underground entrance of Red Falcon's lair. Don't shoot the mouths that appear unless you have to — when hit, they split and multiply.





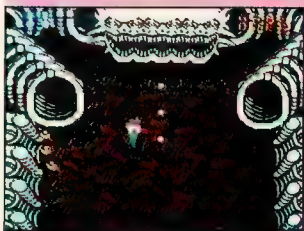
The whirling red creatures keep you pinned down, allowing the blue beasts to sneak in for the attack. Shoot the red ones and keep moving.



The walls of this passage are filled with fierce little aliens, but they're slow. Use a spread gun to quickly take care of them.



After blasting through this wall, get ready. Ahead of you is a truly frightening boss.



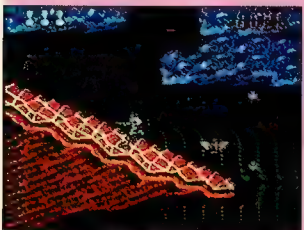
Stand fast and fire into this many-headed monster. But don't relax when you've destroyed it — there's plenty more to come.



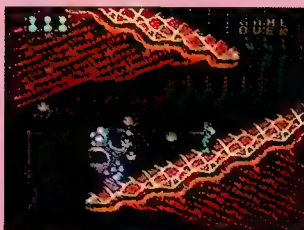
He's ugly, alright! But hold your ground, firing straight into his face from the center of the screen. Keep an eye on the snake that zips between the tubes at the sides of the screen.



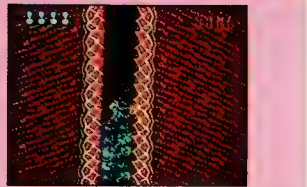
After defeating the monster, you'll have to shoot your way down through this tunnel of blue goo.



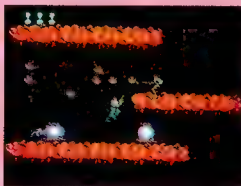
When you get through the tunnel, fight your way down the treacherous slopes.



These purple people-eaters walk slowly toward you while shooting. Their bullets have a short range, though, so just stand back and blast them.



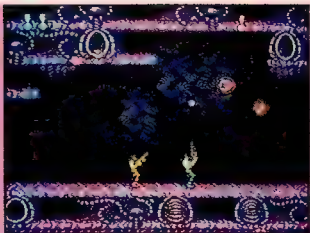
Next you have to shoot your way through a tunnel filled with strange alien cabbage.



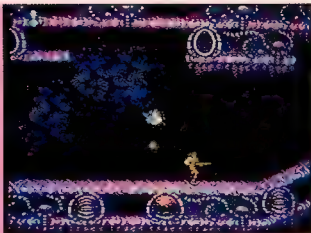
As you fall from the tunnel, blast the capsule on your right — it contains a spread gun.



To destroy the Temple of Terror, dodge the spiked balls that tumble toward you while shooting at the opening.



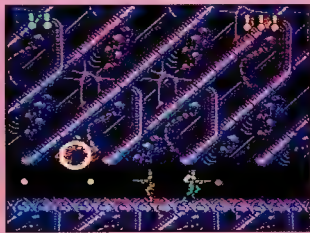
You've reached Red Falcon's Poison Palace at last! But watch out for the round pods in the ceiling — they drop spores you'll have to shoot.



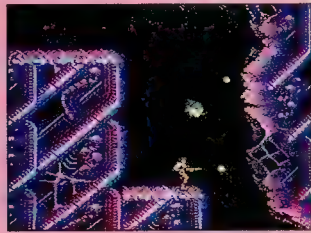
Pods line the floors, too. They continue their spore attack until destroyed.



Watch your back as you descend. Red Falcon's guards like to sneak up behind you.



At this point, whirling lights appear at the top of the screen and the ceiling comes crashing down. Destroy the lights before the ceiling falls, or you'll be trapped in the narrow tunnel.



Keep going just a little further, down this steep cliff. Red Falcon should have known he couldn't stand up to Mad Dog and Scorpion.



The final boss shoots balls of flame from its blinking eyes. Dodge the attack, watching the pattern carefully.



When the flames temporarily leave the screen, leap up onto the creature's jointed hands and blast its hideous face.



Finally the alien menace is defeated! As you fly off into the sunset, the world once again thanks you for destroying Red Falcon's legions.

SUPER



GP

POPULOUS

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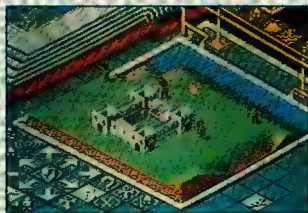
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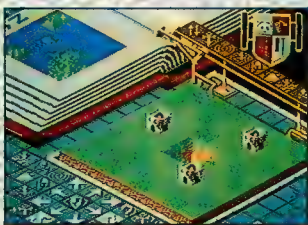
SEGA GENESIS GAME OF THE MONTH



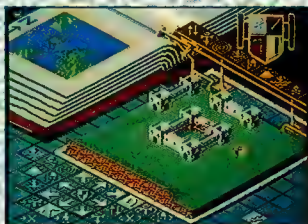
A castle is the largest settlement your people can build. Castles produce more crops than other settlements, and that gives you more power. They also produce the strongest, most advanced people.



Scroll to the evil people's land and find the evil leader. He's the one carrying the horned skull.



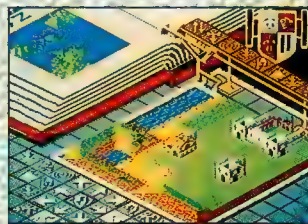
Keep an eye on your people's settlements throughout the game, moving land to increase the size of the settlements wherever possible.



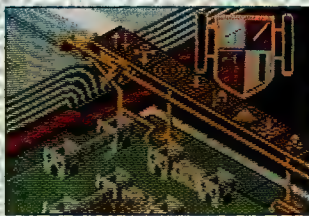
Once you've established a few castles, it's time to check on the evil people's strength. Click on the ? symbol to change your hand pointer into a shield. When you click this shield on any person or settlement, information about the shield bearer is displayed on the large shield at the top right corner of the screen.



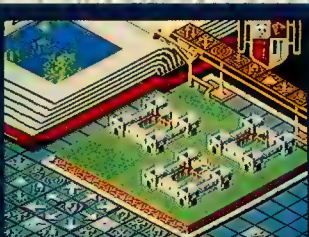
The shield shows that the evil leader is very weak and primitive. This information is displayed until you click the shield elsewhere, or until the leader is killed. If the leader is killed, the shield follows the killer.



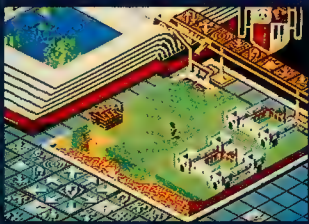
You can influence the actions of your followers by selecting the behavior symbols, located to the left of the arrows. It's important to experiment and become familiar with these commands.

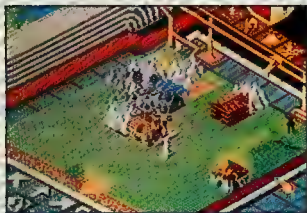


When the shield symbol is on a settlement, the settlement's flag (blue or red) is displayed in the lower-left quadrant of the large shield. In the top right quadrant is a weapon; the more advanced the weapon, the more sophisticated the people of that settlement are.

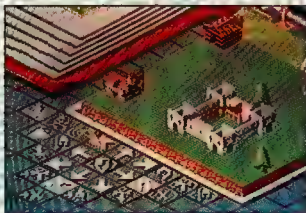


As time passes, each settlement reaches its maximum population and produces a wandering person, or walker. The larger the settlement, the longer it takes to produce walkers. To speed up the process, raise or lower some ground between a few castles. This creates smaller dwellings which fill up more quickly.

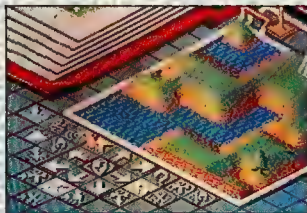




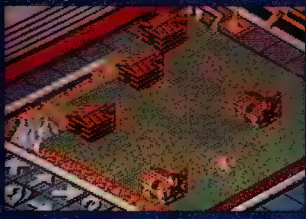
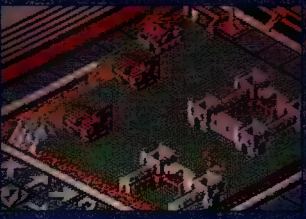
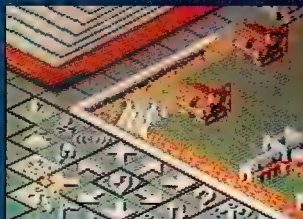
Even a god can't control all things. Sometimes a monster like this giant crab crosses the world, leaving ricks in its path. The trail of disrupted land greatly reduces the size of the villages.



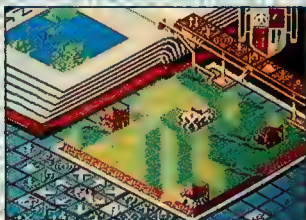
Keep track on the evil people's progress by watching their land on the world map. If they have a lot of flat land and towns, you may decide to throw some misfortune their way.



The power bar dictates which natural disasters you can perform. To jolt the enemy with an earthquake, click on the earthquake symbol. The area in the close-up view will be affected.

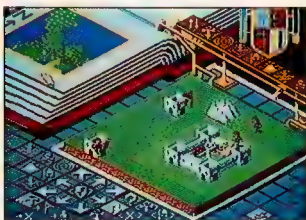
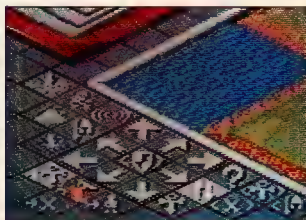
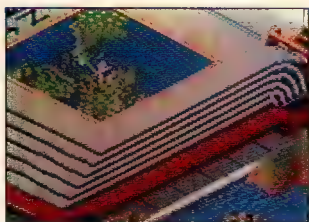


Swamps are a good way to wipe out particular evil villages or walkers. In some worlds, swamps are bottomless, drowning any walker who falls into them. In other worlds, they're shallow, filling up when a walker stumbles in. To create a swamp, click on the swamp symbol. Your hand pointer turns into a swamp pointer, and you can select the area you wish to inundate. Because swamps destroy cropland, they also reduce the size of surrounding settlements.

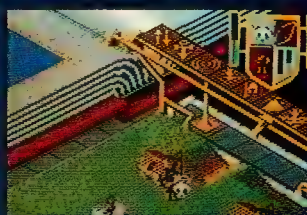


Watch the strength and position of the evil leader at all times. As long as he's bearing the information shield, you can zoom to his position whenever you want.

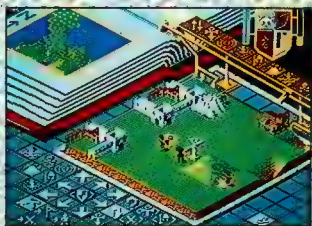
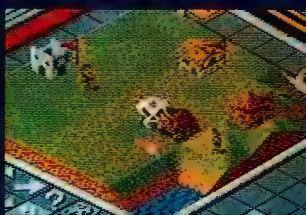
To successfully conquer the world, you must make your people attack the evil ones by moving your *papal magnate*, represented by an ank. Place it at the edge of your land, then select the *Go to Magnate* command. As your leader moves toward it, your people will follow. When walkers meet, they unite to form a more powerful walker. Once the leader reaches the ank, other walkers will unite with him and increase his strength. Now command your people to settle and begin building land toward the evil ones. Once they're close to the evil people, select *Fight and Settle*. Your walkers will begin attacking the evil settlements.



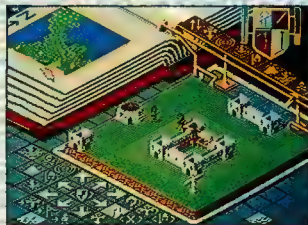
SEGA GENESIS GAME OF THE MONTH



The evil leader has reached a fairly high level of advancement — the shield shows him with a bow and arrow. The best way to get rid of him is to place a swamp in his path. Whenever a leader dies, the papal magnate appears at that spot.

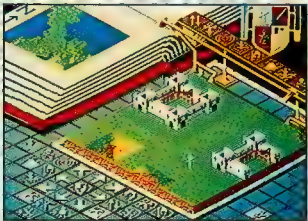
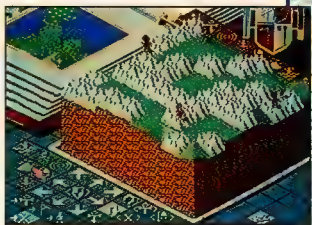
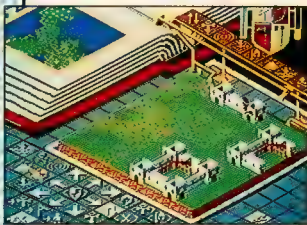


Don't grow overconfident about the strength of your leader. At any time he may be attacked and killed by a more powerful evil walker, so be sure to check on him often.

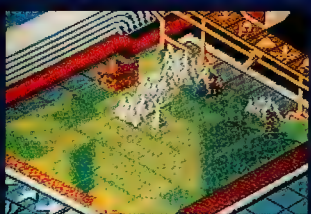
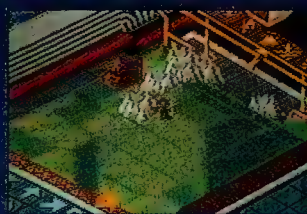


If your leader dies, immediately command your people to *Go to Magnate*. The first walker to touch it will become the new leader.

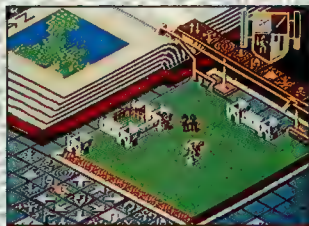
Volcanoes are devastating weapons. They raise the land several levels and leave behind rocks that make the land less useful. To really punish the enemy, click on the volcano symbol two (or even three) times in the same spot. The evil god must spend time and energy trying to level the land once again.



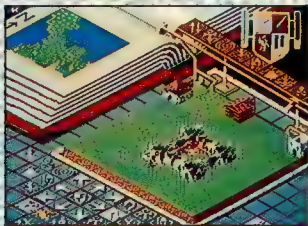
Once you've grown strong enough and have a larger population than the evil god, place your papal magnate at the far corner of the evil people's land and begin a full-scale invasion. Switch frequently from *Go to Magnate* to *Fight and Settle*.



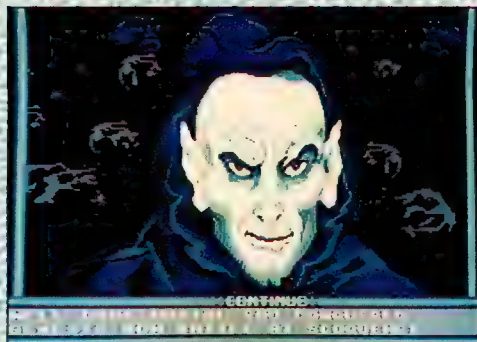
Knights are the most potent weapons at your disposal. You make knights out of leaders, so it's important to start with a very strong leader. When you click on the knight symbol, a gong sounds and your leader is replaced by a knight. Afterward, move your followers quickly to the ank to create a new leader.



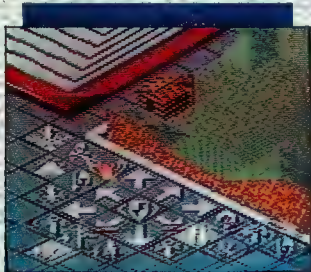
Once your new leader is strong enough, move the papal legate toward the enemy's densest population, then make another knight as the leader approaches the enemy settlements.



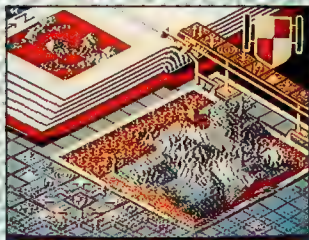
Knights attack and burn the evil settlements and leave charred, useless land in their wake. They carry out this destruction automatically, moving from settlement to settlement.



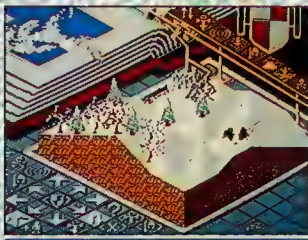
When you successfully conquer a world, the opposing god appears and introduces the next world. Each world's name is a password that returns you to that world, so keep track of the names. As you advance, your opponent becomes more and more powerful.



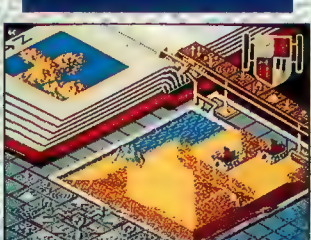
Sometimes the best tactic is to choose Armageddon. Once you make this choice, you cannot influence the game in any way. All people on both sides begin marching toward the center of the world, uniting as they go. Eventually, good and evil meet for a final battle. Choose this option only when your population is superior.



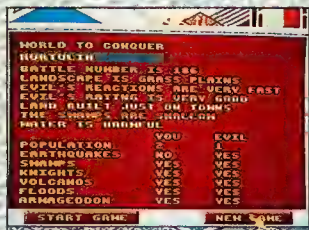
There are four different terrains in the Sega Genesis version of *Populous*. Some worlds are grassland, while others are islands of volcanic ash in seas of burning lava.



On ice-age worlds, your people cannot advance past the use of stone weapons. In these hostile climates, the *Gather Then Settle* command is important because it produces stronger walkers.



Desert worlds are very hostile, too. A walker who wanders for long will die, so clearing land for settlement is vital.



In the more advanced worlds, the evil god may have more powers than you. To triumph, you'll need all the skills and strategies you've learned in earlier battles.

GP



COMPUTER GAME
of the
MONTH

CENTURION

DEFENDER OF ROME

William E. Trotter

Remember movies like *Quo Vadis?*
Ben Hur? *Spartacus*?

The eye-popping crowd scenes...the blood-drenched gladiator contests...the hair-raising chariot races...and those thundering soundtracks that made you want to don your *lorica segmentata*, buckle on your *cingulum militare*, grab a *pylum*, shout "SPQR!" at the top of your lungs, and join the glittering legions tramping down the Appian Way.

Hollywood doesn't make 'em like that anymore. Inflated production costs and changing tastes have made the Roman Empire epics as extinct as the dodo. But it was a terrific genre while it lasted, and *Centurion: Defender of Rome* — a new "cinematic adventure" from Electronic Arts — manages to capture the spirit of those great movies in a beautiful computer game that is a ton of fun to play.

Designed by Kellyn Beck, who created *Defender of the Crown*, *Centurion* boasts some of the highest production values and the best movie-like graphics found in any game on the market. The soundtrack is quite good, too, if your computer is equipped with an appropriate sound board.

Each game of *Centurion* begins in 275 B.C., when Rome is little more than a tiny, pushy city-state.



Version reviewed: IBM/landy, and compatibles; 512K main memory; VGA/MCGA graphics; and Sound Blaster, and Soundblaster.

It has conquered or absorbed all of its petty rivals in Italy and stands poised to expand throughout the known world — if it can survive successive onslaughts by marauding armies from all directions.

There is but a single legion, and you are its commander. Your ultimate goal is to rule the world as the mighty Caesar. It may take awhile, but then Rome wasn't built in a day.

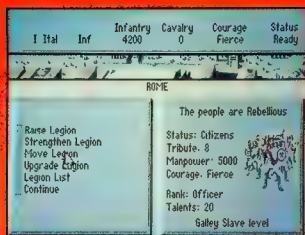
There is no "right way" to win

in *Centurion*. The rules of empire-building are constantly changing, and there's never enough money or manpower to do everything you want. You'll have to keep one eye on Carthage, the only neighboring empire that has the resources and the military know-how to seriously challenge Roman hegemony. And, like the real Roman emperors, you'll have to maintain the approval of the populace. (Translation: You'll have to squander a lot

of silver talents arranging spectacles and races to keep the mob entertained.)

Your ascendancy from officer to tribune to proconsul and beyond depends only partly on your battlefield leadership. It also hinges on your status as a public figure and how well you uphold the honor of Rome — as a diplomat, ally, and administrator.

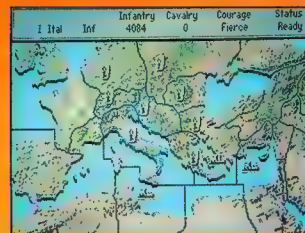
Some players may be disappointed to find that *Centurion* does



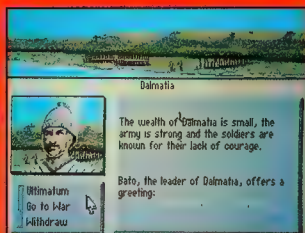
Each game begins in 275 B.C. There is no Roman Empire yet — that little task is up to you.



It's easy to access the status of each cohort and issue tactical orders.



The strategic map is accurate and beautifully rendered.



Whenever you move into a new province, you'll encounter a local leader. Some will be pretty thick-headed...until they taste Roman steel!



Deeper into the game, battles become more complex. Don't worry too much about those enemy war elephants — you'll soon learn how to deal with them.



When facing numerically superior barbarians, a "stand fast" order may be the key to victory.



not offer the subtle options for personal and political intrigue that make such games as *Nobunaga's Ambition* and *Romance of the Three Kingdoms* so uncannily Machiavellian. But *Centurion* still does a good job of reproducing the dynamics and headaches of ruling a turbulent empire.

As you conquer the world, you'll fight dozens of battles against foes of every sort, from wild-eyed barbarian hordes to powerful Carthaginian armies

equipped with war elephants. The tactical screens allow considerable flexibility when commanding your troops, and the little animated armies hack, thrust, and maneuver delightfully.

When you reach the intermediate levels of the game, you can also raise and command navies, then lead them into ram-and-board melees complete with swooshing fireballs launched from catapults. Obviously inspired by the naval battles in *Ben Hur* and *Cleopatra*,

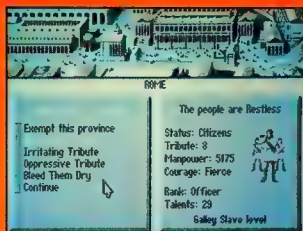
these scenes feature wonderful graphics. However, your animated flagship is very tricky to handle, and your first naval engagement will likely end in disastrous defeat.

Chariot races are a sure-fire way to gain popularity among the people — and an opportunity to make some money by placing a few wagers on the side. Some of *Centurion's* best graphics are found in these sequences, which were modeled after the race scenes in

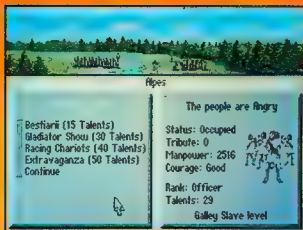
COMPUTER GAME of the MONTH

CENTURION

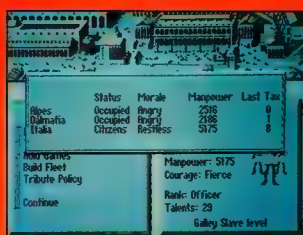
ROMANCE OF THE THREE KINGDOMS



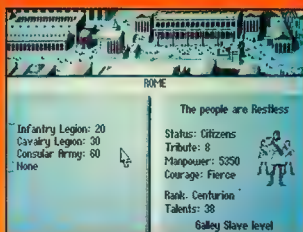
Once you've conquered a province, you must set a tribute policy, ranging from "tolerable" to "bleed them dry."



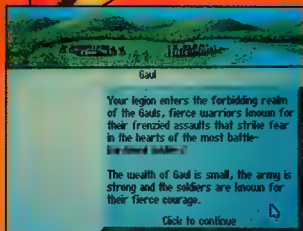
When a province gets too restless, you can always put on a show for the masses — a reliable (but awfully expensive) way to keep the lid on.



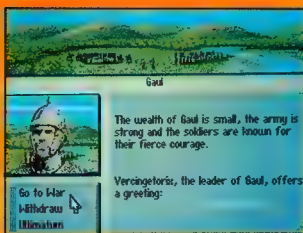
The province list lets you see the state of the empire at a glance, including the manpower pool and tax base.



Raise a second legion as soon as you're promoted to centurion. Rome must be defended against marauders.



You win greater honor and more tribute money by conquering the wealthier provinces, such as Gaul.



Unfortunately, the Gallic tribes are no pushovers.

Ben Hur. Not only do you get to drive a chariot, but you can also bribe opponents, hire a physician to drug the other drivers' horses, or—as a last resort if you're losing—whip your enemies in the face, just as Stephen Boyd did to Charlton Heston in *Ben Hur!*

It also doesn't pay to be charitable during the gladiator fights. When the time comes to decide the fate of a loser by giving a thumbs-up or thumbs-down sign, stop and think: Did the vanquished com-

batant fight bravely, giving the crowd a good show? Or was he a craven dog, easily bested? The mob has its own opinion, and if you ignore the *vox populi* out of some modern sense of compassion, your popularity may plummet.

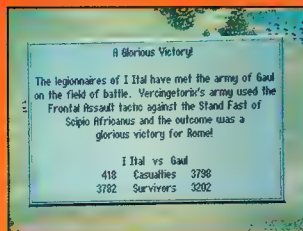
For all of its considerable virtues, some aspects of *Centurion* are puzzling and even irritating. When entering battle, for instance, the game asks you to select a formation for your army (balanced, wedge, strong right, strong left,

etc.). But you're not allowed to see the enemy's formation until *after* you've made your choice—even though most battles of that time were fought in the open, where both sides were able to see more or less everything from the beginning. One way to get around this is to choose the balanced formation, then scramble to make changes when the battle starts.

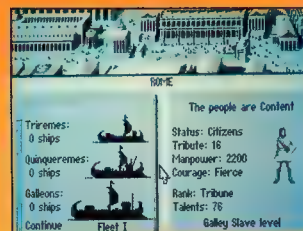
Similarly, the game doesn't let you mass two or more legions for combat, either for offense or de-



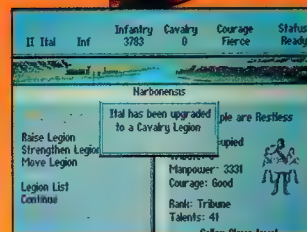
A strong general like Scipio Africanus has a wide radius of influence on the battlefield (indicated by the blue dotted line).



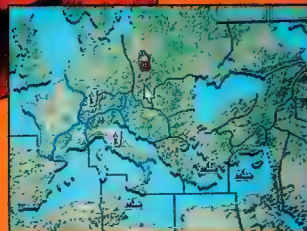
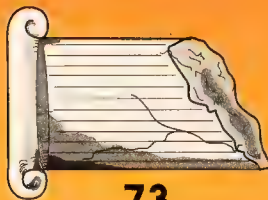
At the end of each battle, the computer tallies casualties and provides a summary of the action.



If you want to expand overseas, you'll need a fleet. Start slowly and build gradually, or you'll bankrupt the empire.



Upgrade your legions as soon as possible to include cavalry.



Threatening marauders are shown as red-brown icons. Shift your legions to meet anticipated attacks.



To hold gladiator matches, you'll need to build an amphitheater—no cheap undertaking.

fense. Yet, such troop concentrations were common in Roman times, thanks to the excellence of both the Roman road network and imperial communications. Since each game turn represents one year, there should be plenty of time to mobilize a larger army, but the game just won't let you do that. This restriction seriously compromises the game's historical realism.

And finally, why can't the

animated cohorts march *obliquely* — that is, at a 45-degree angle? This maneuver was routine for the legions, and it was one ingredient of the Romans' tactical success. But *Centurion* limits your maneuvers to straight lines and right angles.

Of course, in a game this ambitious, every armchair general will find a few nits to pick. It is true that *Centurion* would be much richer and deeper if its marvelous graphics and animation had been wed-

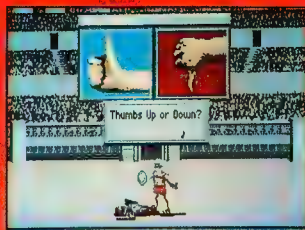
ded to a strategic and political system as sophisticated as that found in a game like *Genghis Khan*. But even if it's not perfect, *Centurion* is certainly great to look at, easy to learn, and hugely entertaining to play. For a game that describes itself as a "cinematic adventure," that's the bottom line.

GP

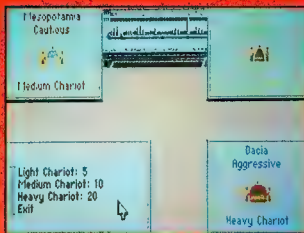
COMPUTER GAME of the MONTH

CENTURION

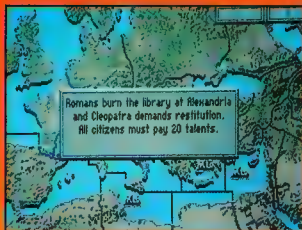
DEFENDER OF ROME



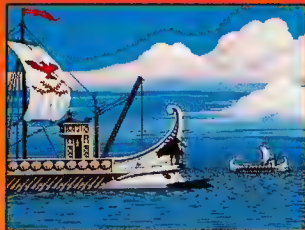
You'd better take the crowd's opinion into account before signaling a thumbs-up or thumbs-down.



Chariot races always thrill the people, and there's a good deal of strategy involved.



Random events appear throughout the game, giving it added realism.



Naval battles are handsomely rendered, although your animated flagship is very hard to control.



At some point, if you rise to imperial rank, you'll spend a pleasant Egyptian interlude with a famous seductive brunette.



Some of the most spectacular graphics and animation are found in the Circus Maximus scenes.



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NINTENDO REVIEWS

SKATE OR DIE 2

Matthew A. Firme

R

odney and Lester, the father and son team that brought you the thrashin'-good *Skate or Die*, are

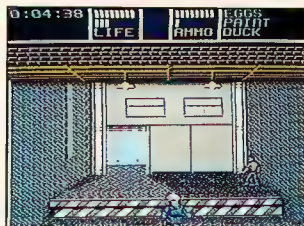
back—and this time they're shreddin' a political machine in *Skate or Die 2: The Search for Double Trouble*.

In this latest adventure, you play a kid in trouble. One morning while out boarding, fate and circumstance conspire to put you on the wrong side of the law. Well...actually you squash the mayor's dog. It was just an accident, but the mayor's wife forces her henpecked husband to pass a law against skateboarding, and then she has your skateboard ramp demolished. If you want a new ramp, you've got to get enough money for a building permit.

Skate or Die 2 is a departure from the original game's emphasis on performing tricks. There's a quest element this time, with each stage bringing you one step closer to a building permit and, finally, a new ramp.

Occasionally you run into Rodney, who'll sell you skateboards that move faster and jump higher. Lester will teach you great new tricks to help you beat the baddies. And what do Rodney and Lester ask in return? Not money, but "tunes and munchies." By shooting a paint gun at other skateboarders, you can collect tacos, french fries, CDs, and cassette tapes

Version reviewed: Nintendo. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



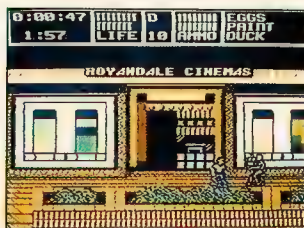
Once you've collected enough "tunes and munchies" to buy the Rocket board, hunt down Mrs. Mayor. You'll have to defeat her to advance to level 2.

—the basis of thrasher economics.

Skate or Die 2 makes the skateboarding theme work. The graphics are fun, especially in the animated segments between levels, and the sound effects and music fit the subject perfectly. The kids-versus-authority rebellion is largely harmless, as in level 2, which takes place in the Elwood Mall. You race through the mall on

your board, running errands to earn money. If you enter the wrong store, red-faced store owners yell, "You better get that board out of here, kid!" while a security guard chases you all over the mall. You also have to avoid the Zombie Shoppers, whom the manual describes as "the many, the mindless, the credit-wielding consumers."

Skate or Die 2 is the first Nintendo game released by new licen-



If you duck before you hit the Zombie Shoppers at the mall, you can knock them over and breeze on past.

see Electronic Arts. It's nice to see a game that was obviously designed with American kids in mind, and not just another English-language translation of a Famicom title.



If you succeed in getting your building permit, you'll go on to your brand-new ramp for some real ollie action.

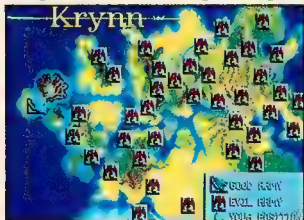
GP



DRAGON- STRIKE

Gary Meredith

Even those players who are familiar with the Advanced Dungeons and Dragons series of games (such as *Curse of the Azure Bonds* and *Champions of Krynn*) may be surprised by the new direction SSI has taken in *DragonStrike*. Although *Dragon-*



As you begin your apprenticeship, the tide has turned in the War of the Lance. The Dragonarmies control most of Krynn, so your training will be on-the-job.

Strike continues the legend of the brave Solamnic Knights of Ansalon, it is primarily a flight simulator—albeit a flight simulator with flying dragons, rather than the latest fighter jets in the U.S. Air Force.

You play the role of a dragon pilot trainee, a lowly squire apprenticed to the Solamnic Order. Beginning with a relatively lightly armed (and fortunately, docile) dragon, your first missions are limited to aerial guard duty around castles or delivering supplies to troops ravaged by the onslaught of the invading Dragonarmies. Even these "milk runs" can be deadly, however, if you haven't

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; VGA/MCGA (256 colors), EGA, CGA, and Tandy 16-color graphics; Ad Lib sound board optional; mouse or joystick optional. Strategic Simulations, 675 Almaden Avenue, Sunnyvale, CA 94086.

been properly trained in the flight characteristics and weaponry of your dragon.

Using your weapons, especially if you're a novice, is an exercise in patience and prudence. Your dragon's main weapon is its breath, which can either hurl or repel lightning. Unfortunately, it takes about a minute to recharge



More dragonfighters are coming, and your dragon's breath weapon is only halfway recharged. Let's hope you're good with your lance.

after each use. You can also fight with your lance, and with your dragon's claws and wing talons. However, these are very short-range weapons which require both patience and timing to be used effectively.

Each dragon is equipped with



The war is going badly, and you may be the only one who can lead the knights to victory.

a crystal ball for detecting enemies, and you can also acquire a Featherfall Ring, which substitutes for a parachute in case you lose your grip during a high-G maneuver.

As you progress through the ranks toward the lofty goal of becoming a High Justice Knight of the Rose, you'll get increasingly better mounts. You'll also be able to use more weapons, and even magic, in the 22 missions you'll ultimately undertake.

DragonStrike is a beautiful game, especially if you have a reasonably fast computer with VGA graphics. And although the setting of the game is ancient and magical, fans of present-day fighter simulators should feel right at home.

GP



NINTENDO

REVIEWS

DUSTY DIAMOND'S ALL-STAR SOFTBALL

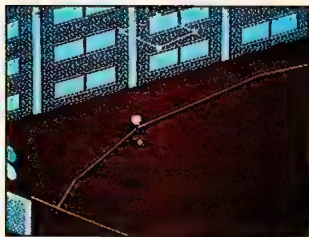
Brian Carroll

Version reviewed: Nintendo. Broderbund, 17 Paul Drive, San Rafael, CA 94903.

distinct throwing, hitting, and defensive abilities, so do some scouting before assembling your team.

Their diverse talents aren't limited to merely throwing harder or fielding more ably than other players. In *Dusty Diamond*, some players can hover above the field, while others can climb outfield walls to rob batters of home runs.

You can also choose from six ballparks, ranging from a rocky sandlot to an impeccably manicured professional stadium. Your tactics and player selection should depend on which field you're playing on. For instance, Ronnie Ray likes to play in front of big crowds, so he's more apt to excel in the pro



Some players have extraordinary fielding abilities. This left fielder can float in the air.

stadium. Ross Davis, on the other hand, is "especially handy on the sandlot and the cliff fields."

The diversity and uniqueness of *Dusty Diamond* make it thoroughly entertaining, though frustrating to play. You may feel like kicking your TV when, after perfectly positioning your outfielder to catch a long fly ball, he lets it drop to his feet. After looking up his description in the instruction manual, you'll find that he "can hit the long ball, but constant errors make him unreliable."

Also, you'll probably find it frustrating to compete against the computer. The computer teams always have a plentiful supply of pitchers who can throw some nasty breaking balls. Meanwhile, your hurlers will get hammered because their curve balls look too much like fastballs. For a closer, more entertaining game, play against friends instead.

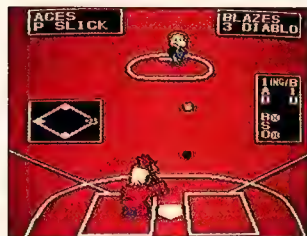
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he action in *Dusty Diamond's All-Star Softball* is modeled after the actual game of softball, but the translation is

imaginative. In fact, you won't see this kind of softball played anywhere in the world as we know it.

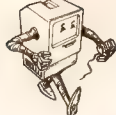
Dusty Diamond's departure from the norm begins with its large and diverse cast of players. You choose 10 team members from a roster of 60 that includes characters like Ace McFace, Slash, Zelda, and Biff Whiffster. Each player has



You never know what the batters are going to try to use at the plate. For instance, Diablo swings a mace instead of a bat.



Team rosters end up looking like police lineups.



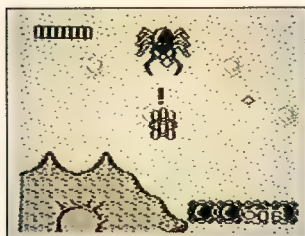
GAME BOY REVIEWS

COSMO TANK

Tom R. Halfhill

Version reviewed: Game Boy. Allus/
Asuka, 17145 Van Karman Avenue,
Suite 110, Irvine, CA 92714.

Here's a game that tries to throw in a little bit of everything. At various times, *Cosmo Tank* is a reckless shoot-em-up on a two-dimensional screen; a search-and-destroy mission on a three-dimensional screen; a simple quest adventure with caverns, maps, and status screens; and a

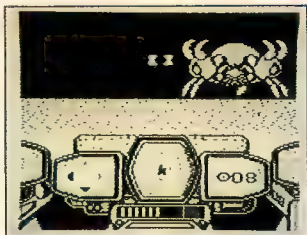


Most of the shooting action takes place on 2-D screens with an overhead view of your tank.

combat game that switches from tank battles on the ground to dogfights in outer space.

Surprisingly, the whole thing is glued together pretty well. There's plenty of action, and the alternating 2-D and 3-D views add variety. The quest-adventure plot, though skimpy, keeps the game from becoming too monotonous.

Your overall goal in *Cosmo Tank* is to eradicate the pesky aliens on five different planets. To do this, you must find and penetrate the caverns on each world and destroy the hidden "life cores," which apparently keep the aliens alive. After destroying all five cores, you

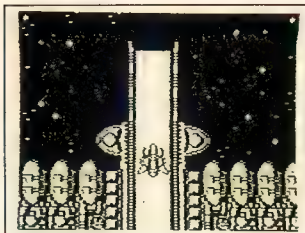


When you enter the caverns on each planet, the screen switches to a first-person view for your battles against the boss creatures.

face a final showdown with a giant alien fortress.

When the game starts, you're driving a tank across a scrolling 2-D screen. Enemies attack from all directions, and you can defend yourself by firing your cannon and releasing bombs. Some aliens leave behind power-up items that give you a more powerful cannon, more bombs, or renewed life.

Now and then you'll come across a friendly base where you can escape the onslaught. Inside,



By sprouting wings, your tank transforms into a spaceship that can fly from planet to planet and fight aliens in outer space.

televised messages from other humans bring you valuable hints and clues.

After some more fighting, you'll discover the cavern entrance. When you enter, the game switches from the overhead 2-D screen to a first-person 3-D view. A compass and radar screen help you maneuver through the underground passages and fend off the alien sentries. By going from room to room and battling the powerful boss machines you encounter, you'll eventually locate and destroy the planet's life core.

Each time you clear a planet, your tank sprouts wings and is launched into space toward the next world. If you can blast through the swarms of aliens that try to block your path, the whole cycle starts over again.

Cosmo Tank has good graphics and above-average music. Although there's a certain amount of sameness to the action from planet to planet, it's definitely one of the best shooters we've seen for the Game Boy.

GP



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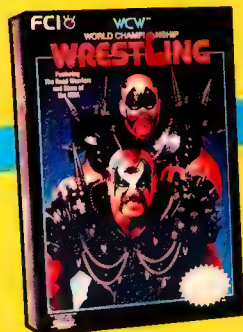
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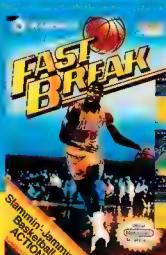
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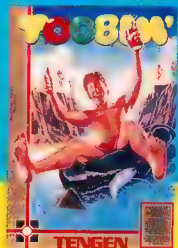
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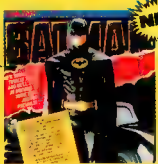


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NINTENDO REVIEWS

SNAKE'S REVENGE

Matthew A. Firme

Version reviewed: Nintendo, Ultra,
900 Deerfield Parkway, Buffalo
Grove, IL 60089.



Once inside the Higharolla's stronghold, you'd better have some graph paper handy. Mapping the many rooms and corridors will be a big help.

tation. Unlike the average combat game, the enemies in *Snake's Revenge* don't automatically come out shooting. They walk their posts, attacking only if they detect you. But when they do see you, they sound an alarm and call in reinforcements. The only way to silence them is with your fists and weapons.

You'll find weapons and equipment throughout the game —

handy items like food rations to restore your life meter, and key cards and explosives to get through locked doors. You can also use items dropped by the guards you've eliminated. And you'll gain valuable information when your comrades radio you to report their progress.



Snake's Revenge includes some side-view action scenes that *Metal Gear* didn't have. We finally get a to see Snake up close.

In many ways, *Snake's Revenge* is a role-playing game as well as a shooter. Instead of playing a classic sword-wielding warrior, you're a commando. Instead of keeping track of your hit points, you must keep an eye on your life meter. Instead of using magic spells or potions, you'll use an x-ray detector and infrared goggles to spot hidden traps and doors.

Thanks to all of these elements, *Snake's Revenge* really stands out. It's a big game with countless items and clues waiting to be discovered, and long, twisting corridors leading everywhere. If you liked *Metal Gear*, you'll love this sequel. And if you're a dyed-in-the-wool role player, you too should check out *Snake's Revenge*.

GP

In *Metal Gear*, you stopped the insane Colonel CaTaffy and thwarted his plans to rule the world. You left him a broken, powerless man.

But CaTaffy soon fled his country, seeking asylum with the Higharolla Kockamamie. CaTaffy gave Higharolla the Ultra-Sheik Nuclear Attack Tank, a war machine devastating enough to threaten the entire planet. Now you're back in business as "Snake," moving out to stop these madmen.

Like *Metal Gear*, *Snake's Revenge* is a one-player game, and you play as a member of an elite commando squad. Although your squad includes three other comrades, you can't rely on their help in a fight. They'll be busy with their own duties as the four of you try to penetrate the Higharolla's fortress. You stay in contact with them only by radio.

Fortunately, you can often avoid a fight. In *Snake's Revenge*, stealth is as important as confron-

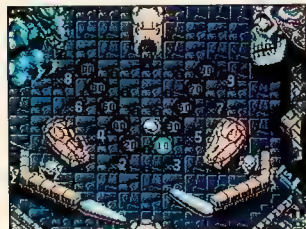


A friend contacts you by radio, telling you he's in position. He'll allow himself to be captured, giving you the opportunity to sneak into the fortress.



s coin-op videogames began proliferating in arcades, many pinball fans feared that their beloved

machines would fall by the wayside. Yet pinball machines are still around and hotter than ever (see "Arcade Action" in last month's *Game Player's*). In fact, pinball has become a favorite game on just about every home videogame system!



There are many special targets at the bottom of the table. By flipping the ball through the tower at the center of the screen, you can block the space between the flippers.

One of the first titles released last year for the NEC TurboGrafx-16 was a pinball game, *Alien Crush*. Now there's *Devil's Crush*, and this sequel takes video pinball to new heights.

Skulls, demons, and gargoyles are scattered all over the game's three-screen-high pinball table. But they aren't the static, two-dimensional figures you'd expect to see on a conventional pinball machine. Instead, they are scrambling,

NEC REVIEWS

DEVIL'S CRUSH

Matthew A. Firme

Version reviewed: NEC TurboGrafx-16. NEC Technologies, 1255 Michael Drive, Wood Dale, IL 60191.

screaming creatures which roam the table at will. Like *Alien Crush*, *Devil's Crush* gives you the feeling that you're attacking monsters with a pinball and flippers. Yet the movement of the ball and the action of the flippers are so realistic that it plays just like any arcade pinball machine.

Devil's Crush is a perfect example of why video pinball has such exciting potential. Because it's a videogame, anything goes. Designers are free to create a table 100 yards long, or to place mov-

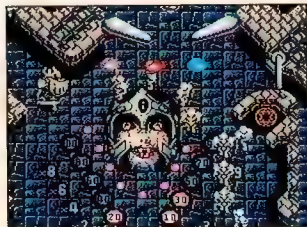
ing, 3-D characters anywhere they want. Video pinball isn't bound by the same physical laws as real pinball.

Devil's Crush makes incredible use of this capability. There are many bonus areas to find, each a full screen in size and with its own flippers. A real pinball table with this many bonus areas would be enormous, if it were possible at all.

The graphics in *Devil's Crush* are nothing short of spectacular, as detailed and as varied as some of the TurboGrafx-CD games we've seen. On the top screen, for example, hordes of frightening little monks keep circling a whirling star on the floor, surrounded by what looks like the ancient, rotting walls of an evil temple. And the middle screen is dominated by the face of a beautiful woman. But when you hit a certain target with your pinball, she begins changing. Her skin cracks, and her lips pull back to reveal fangs. Eventually she becomes a green, open-mouthed dragon.

You'll definitely want to see *Devil's Crush* for yourself.

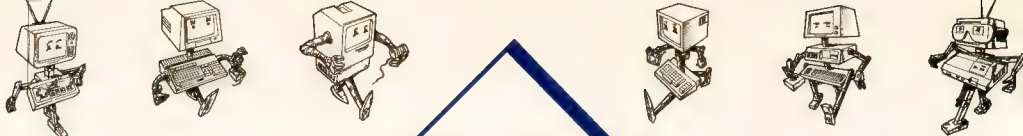
GP



This lady didn't always look so monstrous. If you can hit the right target, she'll look even worse.



If you can smash all of the robed creatures, you'll get a huge bonus. Secret passages lead to the bonus levels.



ROCKET RANGER

Matthew A. Firme

Version reviewed: Nintendo, Kemco-Seika, 20000 Mariner Avenue, Suite 100, Torrance, CA 90503. Also available for PC compatibles, the Amiga, Commodore 64, Atari ST, and Apple IIGS; Cinemaware, 4165 Thousand Oaks Blvd., Westlake Village, CA 91362.

Originally a popular computer game from Cinemaware, *Rocket Ranger* is now available for Nintendo fans from Kemco-Seika. A few changes have been made in the Nintendo version, however — most notably in the plot of the game.

The computer version was a joyously campy story that captured the feel of the old Flash Gordon and Republic movie serials. You played a dashing young scientist during World War II. But in this story, the Nazis won the war. To defeat the Nazis and change history, a group of scientists traveled back in time from the 21st century and gave you a deadly ray gun and a rocket suit. Thus you became *Rocket Ranger*, defender of the free world.

But in the Nintendo version, gone are the time travelers, the Nazis, and World War II. The story is now set in the present and the

enemy is an invading army of aliens, the Leutonians.

Despite the rewritten plot, the game play is practically identical. You still begin with a map of the world, and by planting agents in various countries, you try to discover alien bases and unveil the Leutonians' secret plans.

When an agent discovers an alien base, you load your rocket pack with Lunarium fuel and fly off to battle. These forays lead to some of the game's few action sequences as you fight Leutonian guards or squadrons of Leutonian bombers. Most of the time, however, the game consists of reading screens of text or plotting strategy in the map room.

Much of the original game's success was due to its storyline and wonderfully far-fetched atmosphere. In terms of game play, though, there wasn't much to rave about — and this is equally true of the new version. The action sequences are stiff and limited, and



When you take to the skies, you may find yourself battling alien fighters. Be careful, because you can't see their bullets.

the Nintendo version doesn't duplicate the artwork that made up for these deficiencies in the computer version. Also, the drastic changes in the storyline create yet another alien invaders plot.

The result is a version of *Rocket Ranger* which lacks some of the qualities that made it a success in the first place.

GP



You'll spend much of the game in the war room, monitoring the secret agents you've stationed around the world.

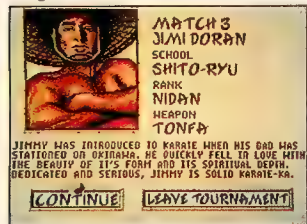


Beating this guard won't be a problem for veteran Nintendo players. The guard can't even back away — but neither can you.



long with *Populous*, this issue's Sega Genesis Game of the Month, *Budokan: The Martial Spirit* was chosen to be among the

first games released by Electronic Arts for the Genesis — and for good reason. *Budokan* is a beautiful game with detailed, distinctive



Each of the 12 opponents you face in the tournament has a different fighting style. Some employ weapons and techniques that you can't use.

graphics and remarkably lifelike action, fleshing out a very solid and entertaining premise.

You play as a young martial arts student studying in a *dojo*, or school, under the tutelage of many fine teachers. The game begins in the courtyard of the dojo, and you can enter any of six buildings to start your training.

Four of these buildings allow you to concentrate on specific disciplines: karate, kendo, nunchaku, or bo. In each case you practice the techniques vital to mastering the discipline, either by sparring with an instructor or by practicing alone. When you spar with a teacher, he



**BUDOKAN:
THE MARTIAL
SPIRIT**

Matthew A. Firme

Version reviewed: Sega Genesis. Also available for IBM, Tandy, and compatibles; and the Amiga. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



In *Budokan*, you can't just flail away at your enemy. If you waste energy, you can lose the match.

senses your strength and your abilities, pushing you to your limits but not beyond them. At the end of the sparring match, the teacher offers criticism of your performance. This criticism is different each time, with the teacher praising your strengths and suggesting areas for improvement.

The fifth building on the courtyard contains a sparring mat on which you can practice any of the four fighting techniques against



If you fail at the Budokan, you'll be encouraged by your mentor, Tobiko Sensei.

fellow students. Unlike sparring with a teacher, though, your fellow students won't be easy on you.

The sixth building houses Tobiko Sensei, the master of the dojo. His advice and philosophies are the basis of your training.

Once you feel confident about your fighting skills, you can move on to the Budokan to compete in a martial arts tournament. Here you'll meet 12 opponents from around the world, each with a different style and level of expertise. You can choose any of the four techniques you've studied, and you can use each technique four times. Be certain you're ready for the tournament before entering, though. Your opponents will be tougher than any you've faced.

Budokan stands out among martial arts games as more than just a violent free-for-all. It feels like a true martial arts simulation, with emphasis on the arts. *Budokan* captures not only the action, but also the careful study, endless practice, and Oriental philosophies of the disciplines. It instills respect for the Japanese culture and traditions that permeate the game. And, of course, it's awfully fun to play.

GP



NINTENDO

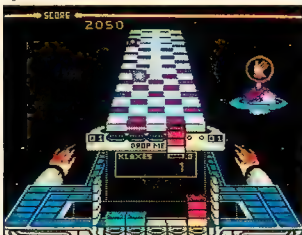
REVIEWS

KLAX

Tom R. Halfhill

Version reviewed: Nintendo. Also coming for the Sega Genesis, NEC TurboGrafx-16, Atari Lynx (from Atari Corp.), IBM PC and compatibles, Amiga, Atari ST, and Commodore 64. Tengen, 1623 Buckeye Drive, Milpitas, CA 95035.

That sputnik of videogames, *Tetris*, seems to have launched a frantic race among the world's programmers to invent a quick-action puzzle game that goes above and beyond the Russian original. The orbit is now growing crowded with sequels, imitators, and clones — not to mention all the different versions of the genuine *Tetris* for various computers and videogame systems.

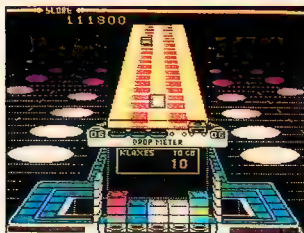


Wave 1 is easy. All you have to do is get three Klaxes — that is, three patterns of same-colored blocks arranged in rows.

Do we really need one more?

Tengen apparently thinks so. Tengen's *Klax* not only draws upon *Tetris* for inspiration, but also takes the same basic screen, tilts it backward about 45 degrees, and drops colored blocks toward you at an ever-accelerating rate. Sound familiar?

Actually, *Klax* was probably born out of frustration, not imitation. Tengen released a Nintendo version of *Tetris* before Nintendo did, but was forced to withdraw it



Higher levels of the game quickly become more difficult. This player needs 15 Klaxes to advance.

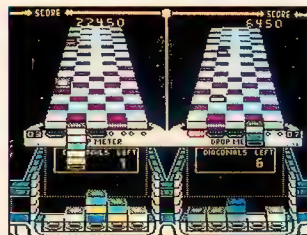
when Nintendo went to court over U.S. rights to the Soviet game. So in a way, *Klax* is Tengen's second try — a second-generation *Tetris* that shares a similar theme, but is different enough to be a new game in its own right.

Like *Tetris*, *Klax* is a simple game that can be learned just by watching someone play for a few minutes. Colored blocks start dropping down from the top of the

screen, and you have to arrange them at the bottom for points.

In *Klax*, however, the blocks are all the same shape (rectangular) and are different colors. You get points by arranging blocks of the same color into rows or patterns — horizontally, vertically, diagonally, or in X's.

Also, the blocks don't just slide down the screen as in *Tetris*. They clatter down an incline, and you have to catch them at the bottom



Between rounds, a second player can plug in a controller and join the game.

with a horizontally moving paddle. You can catch as many as five blocks on the paddle, then drop them one at a time to form your patterns at the bottom of the screen.

From round to round, *Klax* offers more variety than *Tetris*. But the gradually increasing difficulty is not as finely tuned, and *Klax* also lacks some of *Tetris*'s charm (perhaps because the freshness of these kind of games is wearing off).

Nevertheless, *Klax* is one of those challenging and engrossing games that makes hours pass by like minutes. It definitely deserves a look.

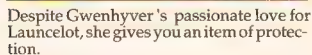
GP



amongst themselves.

Conquests of Camelot: The Search for the Grail is a game rich in mood and detail. It borrows from the Arthurian myths, but remains totally original.

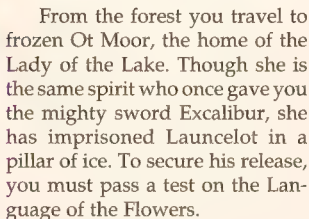
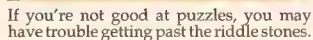
As Arthur, you must not only find the Holy Grail, but also locate the missing knights. Once you have collected the money, weapons, and magical items you need, you set out for the forest perilous.



Leslie Mizell

Version reviewed: IBM, Tandy, and compatibles: 512K minimum memory; CGA, EGA, MCGA, VGA, Tandy 16-color, or monochrome graphics; joystick and mouse optional; compatible with the Roland MT-32, Ad Lib, Game Blaster, IBM music cards, and other music synthesizers. Also available for the Atari ST, Sierra On-Line, P.O. Box 495, Coarsegold, CA 93614.

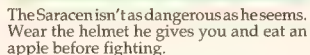
There are many creatures in the woods — some friendly, some whimsical, and some quite deadly. The most dangerous of all is the Black Knight, a fiend who has chained Gawaine to a tree. If you accept his challenge to joust and unseat him three times, you can win Gawaine's freedom.



Next, you board a ship for the Holy Lands. Galahad, the final knight you must rescue, is somewhere in Jerusalem. After a journey across the desert, you arrive in the city, weak and impoverished. Some fancy bartering with the shopkeepers should restore your faith and fortune. When Fatima helps you enter Jerusalem's catacombs, you can finally rescue Galahad.

But your main quest is still ahead. To win the Grail, you must fight a fierce Saracen and solve a riddle posed by Aphrodite. Only if you follow the knight's code will Camelot be saved.

Conquests of Camelot — full of color, atmosphere, and adventure — leaves you pondering the possibilities for a sequel. And that's high praise indeed.



A N D P R E V I E W S

NINTENDO GAMES-O-PLenty!

Dozens of new Nintendo games were announced at the recent Summer Consumer Electronics Show in Chicago. Although most are tentatively scheduled for release by the end of the year, some won't be available until early 1991. We don't have room here for much more than a brief listing of the new titles, but we'll be covering them in more depth in future issues. (Don't forget to see this month's "Player's World" on page 16 for more news about Nintendo games.)

Absolute Entertainment is producing two new military simulations: *Battle Tank*, a tank combat game, and *U.S.M.C. Harrier*, an aerial combat game featuring the Harrier jump-jet.



U.S.M.C. Harrier from Absolute Entertainment.

Acclaim will debut *Swords & Serpents*, a role-playing game; and *Arch Rivals*, a zany, no-holds-barred basketball game.

American Sammy is bringing out *Ultimate Basketball*, a sports game; *Pyros*, a fairy-tale arcade game; and a pair of martial arts titles, *Ninja Crusaders* and *Ninja Taro*.

Arcadia is bringing the comic-book hero *Silver Surfer* to Nintendo,

along with those mischievous 7-Up critters in *Spot*.

Asmik is releasing *WURM*, a maze adventure set in a mysterious underground world.

Bandai's new titles include the Nintendo version of *Dick Tracy* and a game based on the horror classic *Frankenstein*.

Broderbund will release *U-Force Power Games*, a package of games designed for use with the U-Force, Broderbund's no-hands controller.

Bullet-Proof Software announced a pair of puzzle games: *Hatris*, a sequel to *Tetris*; and *Pipe Dream*, the Nintendo version of the acclaimed computer game from Lucasfilm.



Bulletproof Software's *Pipe Dream* was adapted from the popular Lucasfilm computer game.

Capcom has at least six new titles scheduled for release by the end of the year. In addition to *Mega Man 3* (see page 16), you can look forward to *The California Raisins: The Grape Escape*, starring the California Raisins characters; *Street Fighter 1010: The Final Fight*, in which you play the arcade hero Street Fighter; *Little Nemo The Dream Master*, which follows the

adventures of a turn-of-the-century comic character; *Destiny of an Emperor*, a role-playing strategy game; and *Yo! NOID*, starring that pesky character from the Domino's Pizza commercials.

Color Dreams announced four Nintendo-compatible games. *Escape from Atlantis* and *King Neptune's Adventure* share themes from ancient mythology; *P'Radikus Conflict* is a space-based action-adventure that takes you back to the days when sorcerers and dragons walked the Earth. Color Dreams is also working on a new type of Nintendo-compatible cartridge which contains its own microprocessor chip to provide enhanced graphics and sound. It's tentatively called the Super-16 cartridge because according to Color Dreams, it's capable of bringing 16-bit performance to the 8-bit NES. However, because the cartridges are so expensive to manufacture — games would cost about \$100 apiece — they probably won't be released in the near future.

CSG Imagesoft is bringing out *Solstice*, an action-strategy game, and *Dragon Lair*, the Don Bluth game best known for its detailed animation.

Culture Brain announced *Star Stingray* plus three sequels to earlier games: *Magic of Scheherazade II*, which returns to the fantasy world of the Arabian nights; *Flying Dragon II*, a martial arts action game; and *Flying Dragon III*.

FCI will release three role-playing games: *Heroes of the Lance*,

GAME NEWS

A N D P R E V I E W S

an Advanced Dungeons and Dragons adventure; *Ultima: Quest of the Avatar*, based on the popular computer game by Origin; and *The Bard's Tale*, also based on a computer game.



Fun House is a new action game from Hi-Tech Expressions.

Hi-Tech Expressions announced five games: *Jim Henson's Muppet Adventure — Chaos at the Carnival*; *Big Bird's Hide and Speak*, an educational game for younger kids; *ORB 3D*, a three-dimensional puzzle game (3-D glasses included); *Fun House*, an arcade-action game; and *The Hunt for Red October*, based on the action movie starring Sean Connery.

Hudson Soft will bring out *Adventure Island II*, a sequel to *Hudson's Adventure Island*. Also upcoming are *Mendel Palace* and *Princess Tomato in the Salad Kingdom*.

INTV's *Monster Truck Rally* is a celebration of oversized pickup trucks, and *World Trophy Soccer* simulates one of the world's most popular sports.

Jaleco is releasing six games: *Maniac Mansion* and *Pinball Quest* (both announced in January); *Last Ninja*, a martial arts title; *Rival Rollers*, set in the crazy world of roller derby; and two action games, *Mechanoids* and *In Your Face*.

JVC is entering the Nintendo business with *Boulder Dash*, a hit computer game from the early 1980s.

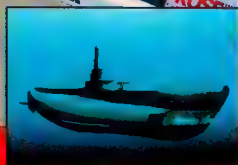
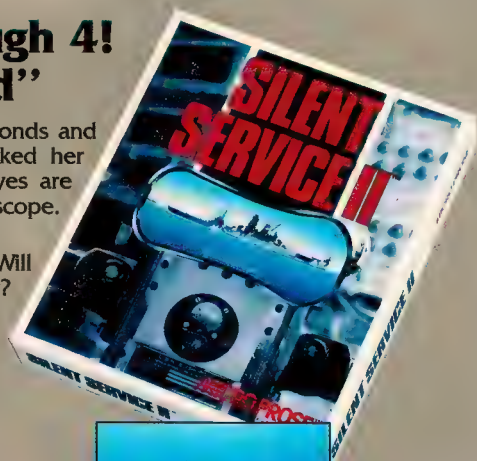
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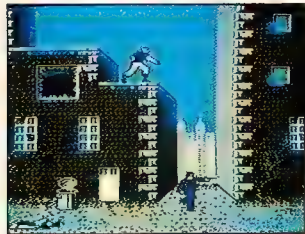
The long-awaited update of the classic game that won
Simulation of the Year honors around the world in 1986.

GAME NEWS

A N D P R E V I E W S

Kemco-Seika will release *Happy Birthday Bugs* and a pair of computer game conversions, *Deja Vu* and *North and South*.

LJN will focus on Nintendo versions of popular movies and



Drug dealers flee in terror in Mindscape's *Dirty Harry: The War on Drugs*.

comic book heroes. *Nightmare on Elm Street* will be available this year, along with *Beetlejuice*, *Back to the Future II*, and *Back to the Future III*. *Pictionary* is based on the board game, and *The Punisher* is adapted from the comic book character.

Milton Bradley is releasing three new games: *Captain Skyhawk*, *Cabal*, and *Time Lord*.

Mindscape is continuing work on several titles announced in January which are still unreleased: *Mad Max*, *Dirty Harry: The War on Drugs*, *Bruce Lee Lives*, *Conan: The Mysteries of Time*, *Days of Thunder*, *M.U.L.E.* and *Gauntlet II*.

Nexoft announced *Wizardry*, a role-playing game, and *Faria*, a graphics adventure.

NTVIC is bringing out *Isolated Warrior*, a 3-D fighting game.

Parker Brothers will release *New Kids on the Block*, based on the adventures of the popular teen singers, and *Drac's Night Out*, a whimsical treatment of vampires.

Taxan, which is now finishing *Low G Man*, will also release *PuttMaster* and *G.I. Joe*.

Ultra announced a sequel to *Teenage Mutant Ninja Turtles* (see page 16), as well as *Rollergames*, *Pirates!*, and *Ski or Die*.

THAT CRAZY WABBIT



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GAME NEWS

A N D P R E V I E W S

KUNG-FU HEROES TOURNAMENT

Here are some final tips for you gamers who are entering Culture Brain's *Kung-Fu Heroes* contest. They're worth big points, and they could make you a winner!

Stages 1-3, 3-2, 4-1, 2-2, 3-4, and 5-4 all share a common hazard. If you let that hazard take one of your lives in these stages, you'll earn a million points. In a two-player game, you can earn ten million points each if you both die at the same time.

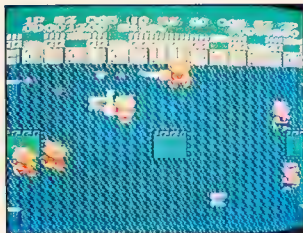
Kung-Fu Heroes has a special

Break Time Bonus Stage in which you get 10,000 points for each red heart you grab, and 100,000 points for each blue heart. To reach the bonus stage from stage 4-1, walk around the screen in a counterclockwise direction. To reach it from stage 6-3, punch the rocks in a certain order.

Remember, the game resets at 99,999,999 points, so be careful.

Don't forget that the deadline for entries is August 31. Good luck!

GP



If you walk counterclockwise around the edges of the screen in stage 4-1 of *Kung-Fu Heroes*, you'll find the special Break Time Bonus Stage.

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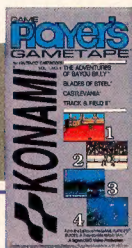
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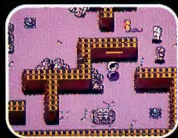
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